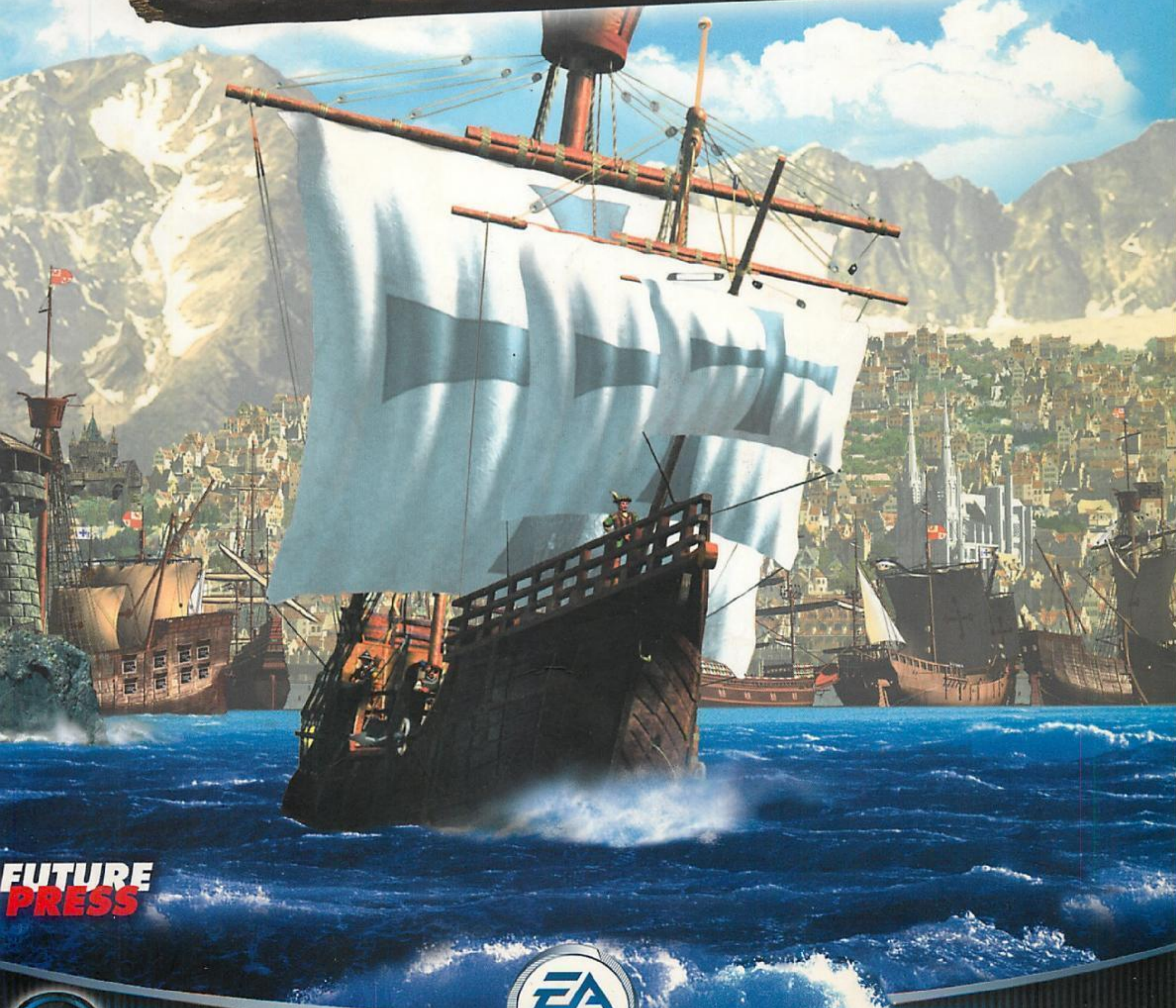


The official strategy book

ANNO 1503

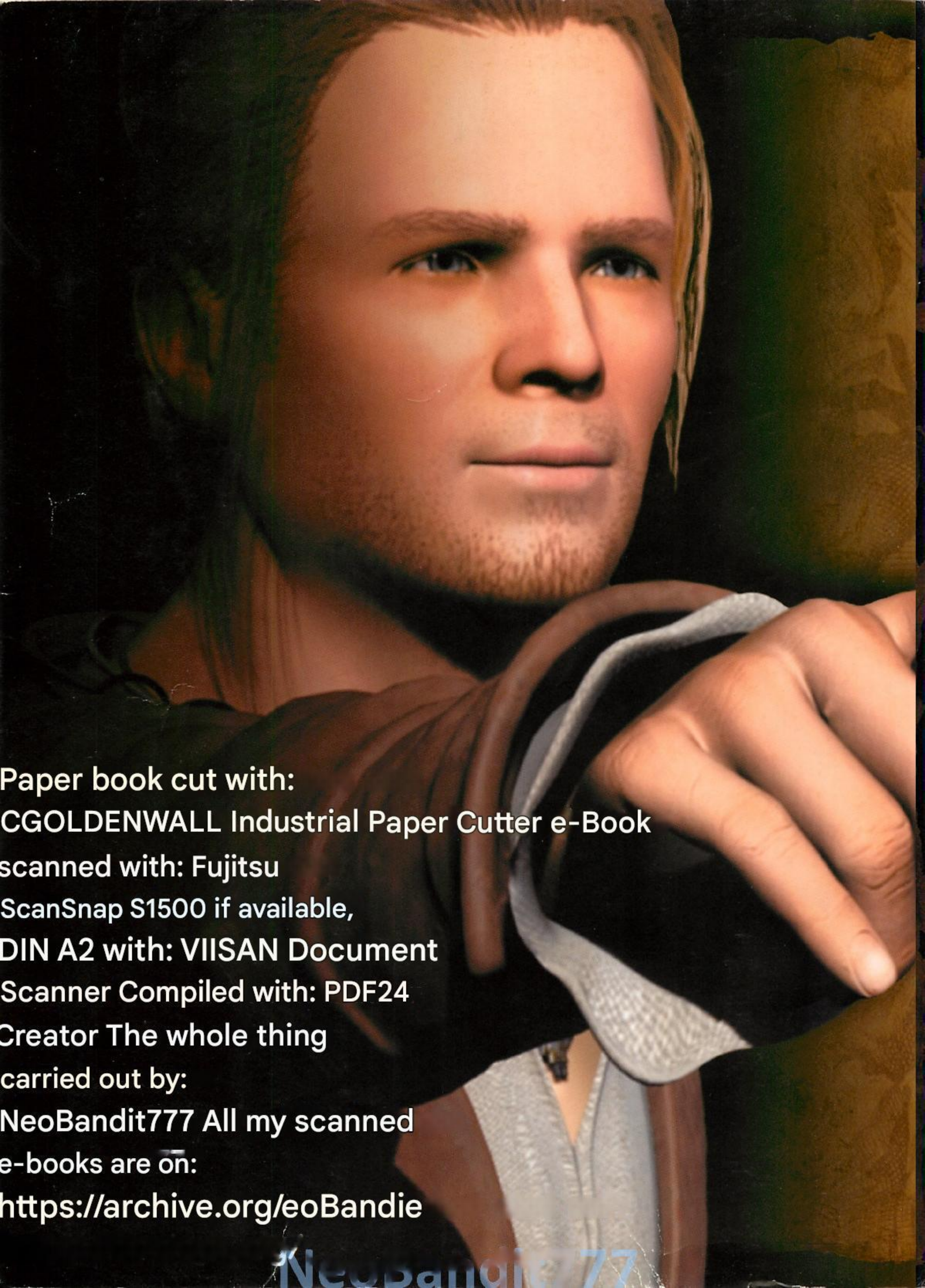


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CONTENTS

CHAPTER 1

Step-by-step tutorial for the endless game	6
Game settings and difficulty level	8
Game start	11
The pioneer phase	15
The settler phase	24
The citizen phase	36
The merchant phase	46
The aristocratic phase	51

CHAPTER 2

Introduction to the game world and general strategies...	56
Climate zones	58
Island worlds	67
cultures	70
production	76
Goods requirements and sales	84
Research	88
Military	97
<i>Seekampf</i>	100
Pirates	102
Computer opponents	103

CHAPTER 3

The campaign	104
1. <i>Nova Fora</i>	106
2. Barbarossa's throne	111
3. Cabbage and turnips	116
4th Trio Infernale	121
5. <i>Packeis</i>	125
6. The Stone of Toguldur	128
7. New acquaintances	131
8. Resistance	135
9. <i>Genesis</i>	138
10th rematch	142
11. <i>Quentins Riff</i>	145
12. Justice	148
13. <i>Bonus Aut Malus</i>	152

CHAPTER 4

The individual scenarios	154
1. Spoiled for choice	156
2. Richard the Wicked	161
3. Friendly neighbors	164
4. The bet	167
5. Play for time	170
6. Settlement on prescription	173
7. The Archking	176
8. Many small islands	179
9. Disturbing influence	182
10. Siege	186

ATTACHMENT

production overviews and agricultural holdings	189
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Around four years have passed since the release of ANNO 1602 and the add-on N.I.N.A. (New Islands, New Adventures). Four long years in which SUNFLOWERS and Max Design have revised the concept and game world of ANNO 1602 based on the many suggestions from fans, critics and ANNO addicts and expanded it with numerous new features. The result of this development is ANNO 1503.

WELCOME

Although larger, more complex, more varied and more colourful than ANNO 1602, ANNO 1503 plays very similarly to its predecessor, as the essential game concepts - settling new worlds, building cities and functioning production and supply chains as well as occasional military conflicts with pirates and competitors - have not been touched.

Due to the similarity to its predecessor, newcomers face very similar hurdles to those in ANNO 1602. The first big challenge is still to reach an economically stable position where no losses are incurred. To do this, you must build at least a small city with sufficient supplies.

In the first chapter you will receive a step-by-step

Step-by-step introduction to the endless game - certainly the most played variant in ANNO 1503, a detailed guide to building an economically successful settlement. All phases of a

city's development are described and discussed clearly and in detail. The ratios of residential buildings to utilities mentioned represent a universal recipe that is independent of the difficulty and that you can later use in other endless games or when playing the individual scenarios or the campaign. The only requirement is that you build approximately the same number or more residential buildings than described. As a rule, a positive balance is not guaranteed when building fewer houses due to the high basic costs for the infrastructure.

The most important innovations

ANNO 1503 is distinguished from ANNO 1602 by many innovations and improvements in almost all areas of the game.

The graphical improvements, which include a higher color depth (24-bit instead of 8-bit), more landscape and building graphics, different height levels, more animation levels and an improved resolution (up to 1,280x1,024 pixels), are only mentioned in passing, since, apart from the height levels, they affect the fun of the game but not the gameplay.

Much more important, for example, is the larger dimensions of the island world and the islands themselves. While in ANNO 1602 it was already very difficult, if not impossible, to build a city with 10,000 to 20,000 inhabitants on an island, cities with 50,000 inhabitants or more are possible on the newly added "very large islands", provided you are able to organize the supply of the population with all the goods they need.

The division of the game world into six different climate zones with their own typical resources and bonus income provides much more strategic variety than the dualistic division into a northern and southern climate zone in ANNO 1602.

By increasing the number of natives from two to nine cultures, the possibilities for bartering with the natives become much more diverse. Each of the cultures has its own range of buildings, which also make larger cities with individual goods production possible.

A new addition is the topic of research with four independent technology trees. Many buildings are no longer automatically unlocked when a certain population level is reached, but must first be researched at school or university. This is especially true for the numerous military units, which allow a much more detailed simulation of military conflicts.

New ship types also have to be researched before they can be built in the shipyard. In addition, the differences between merchant ships and warships are now much more precisely worked out and give a more meaningful picture than in ANNO 1602.





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CHAPTER 1

Step-by-step tutorial for the endless game

This chapter will familiarize you with all areas of ANNO 1503 using an endless game. You will learn interesting facts about the game settings and difficulty levels and will be prepared for starting the game. Let us guide you step by step through the individual civilization levels and discover with us the numerous possibilities that this game has to offer. After reading this, you will be well prepared to face the challenges of the campaign and the individual scenarios.

The step-by-step tutorial for the endless game

Anno 1503 offers you three different game modes: the campaign, the individual scenarios and the endless game. You will probably spend the most time with the latter, because while the campaign and scenario are eventually completed, you can theoretically enjoy the endless game forever.

At the start of the endless game, you are alone in the vastness of the ocean with a single ship and are only equipped with a few foodstuffs, some wood and tools. Perhaps you want to build magnificent cities and a splendid empire on the unknown islands surrounding you, but perhaps you have other plans. Whatever the case, in the endless game you set your own goals. Build an economically prosperous city that has good trade agreements with its neighbors, or become the strongest military power on the map. Build (and supply) a metropolis that accommodates tens of thousands of inhabitants, or plan an elaborate, magnificent city that does not need to fear comparison with real cities. Beat your own high score or that of your friends. You see: there are enough goals and motivation in the endless game.

The endless game is also ideal for getting started with Anno 1503, as you will learn all the structures, relationships and game elements of this complex game step by step. We therefore recommend that you spend a few hours in the endless game before you try the campaigns and individual scenarios. Practice building and maintaining a city on the 'Baron' level (difficulty level: very easy). Learn about production chains and trade. The experience you gain will help you immensely later when playing the campaign and the individual scenarios.

That is why we begin this book with a detailed description of a typical endless game. You will get to know all facets of Anno 1503 from A to Z. At numerous points in this chapter you will find cross-references to subsequent chapters and sections in this book that contain further information on the relevant topic.

The following step-by-step description is intended to help you replay and orient yourself in every phase of the game, – regardless of the difficulty level you have chosen. You can also use this chapter as a tutorial to learn all the important moves in the game.

Notice

Despite the tutorial nature of this chapter, your own endless games will have differences in certain areas due to the different maps, random events and difficulty levels! Therefore, the following procedure does not guarantee 100% success. However, it does give you a precise guideline to follow.

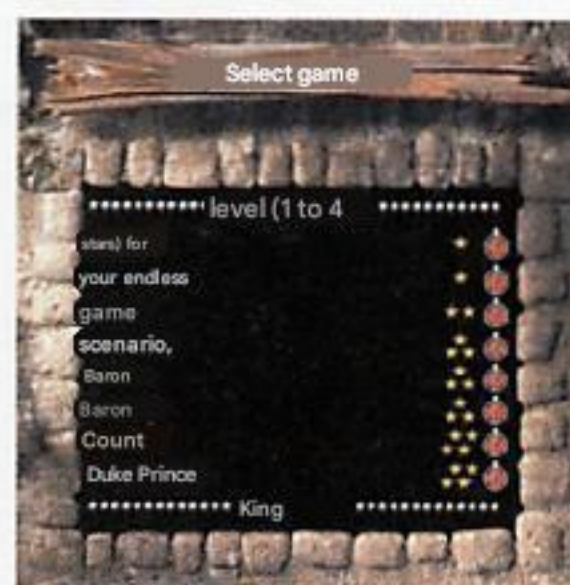
Speaking of tutorials: Anno 1503 makes it easy for beginners to familiarize themselves with the basics of the game. Play through the tutorial missions, look at the online help, pay attention to the tool tips and, of course, read the original manual. Although we start from the beginning in this book, we must assume that you are already familiar with the game controls and menu functions. If you have not yet played the tutorial missions, it is best to do so now! Ready? Then you can move on.

Game settings and difficulty level

Before the endless game starts, make various settings or choose from several endless scenarios. With the different levels of difficulty and scenarios, both beginners and advanced players will find the right challenge. Different conditions such as the number of resources available at the start, the profit margin on goods sales, the type and number of computer opponents, the behavior of the pirates, etc. challenge every type of player.



First of all, you can choose from four different levels of difficulty, which are symbolized in the form of stars. The more stars a certain endless scenario has, the more difficult it is. Depending on the level of difficulty, you will notice differences in the aggressiveness of the pirates and computer opponents, the starting capital, the yield and frequency of the raw materials, and the sales prices of your goods and products. You will find further explanations of these differences below.



You can also choose a difficulty Endless game, choose from a total of eight different endless scenarios. These scenarios are named with the titles Baron, Freiherr, Count, Duke, Prince, King, Emperor and Imperator, whereby each of these titles or each scenario is fixed

Emperor Emperor. The order listed, Baron to Emperor, also reflects the increasing difficulty level: Baron is classified as 'very easy', Emperor as 'very difficult'. There are differences depending on the scenario, which mainly affect the number and type of computer opponents, the size

the island world, the number and size of the individual islands. You will also find more information about this below.

What are the exact requirements determined by the choice of difficulty level and scenario? You can see the differences for each scenario under the menu item Mission in the game, but the information there is more general. Therefore, below you will find some further information on the differences between the various difficulty levels and scenarios.

1 Starting capital

A key difference is the amount of starting capital with which you are sent on your journey in an endless game. The higher the starting capital, the less you have to worry about having a positive overall balance at the beginning. This means that in easier games, where you have more starting capital, you can make losses for a certain period of time without the threat of bankruptcy. The amount of starting capital in the various scenarios or difficulty levels in detail:

scenario	Starting capital in gold
Baron	50,000
Baron	45,000
Count	30,000
duke	30,000
Prince	30,000
king	25,000
Emperor	20,000
Emperor	20,000

Starting capital depending on the difficulty level or scenario.

2 different computer opponents

Depending on the difficulty level or scenario, you will also have to deal with computer opponents of varying strength and intelligence. These are divided into a total of 12 character classes, some of which differ significantly from one another in their behavior. While you will mainly have to deal with peaceful and less aggressive characters on the lower difficulty levels, you will encounter warlike, expansion-happy and economically strong computer opponents on the higher difficulty levels. They will make life difficult for you over the course of your endless game.

The allocation of certain computer opponents in a scenario is initially automatic. However, after selecting a scenario, you have the option at any time to change the character class of the



participating or individual (or even all) computer opponents.

To do this, use the Settings button in the settings screen that appears after selecting a scenario (see below).

For a detailed analysis of all computer opponents and how they differed from one another in their behavior, please read the second chapter under 'Computer Opponents'.

3 island world, number of islands, island size

Each island world of the eight endless scenarios has a fixed pattern that determines the total size of the island world, the number of islands generated (divided by climate zones) and their respective sizes. Despite these fixed patterns, no two endless games are the same, because each individual island is randomly selected from a huge island pool. This ensures that no

two endless games are the same. ARABIA What these patterns look like in each of the eight scenarios,

Further information on the different island sizes can be found in the second chapter under 'Climate zones and island worlds'.

4 Frequency of raw materials / cultures / treasures

Another important criterion for distinguishing the individual difficulty levels is the frequency, yield and fertility of raw materials and the number of crops and treasures that occur. The frequency of these game-deciding requirements decreases continuously as the difficulty level of the scenario increases. The jump from the Baron to the Freiherr scenario is an exception. Example: In an island world in the Baron scenario, you can discover 26 ore deposits, while on the islands under the requirements of an 'Emperor' scenario, only a maximum of 16 ore deposits can be found.

An overview of the frequency of resources, cultures and treasures depending on the chosen scenario can be found in the second chapter in the section 'Island Worlds in the Endless Game'.

5 price bonus for consumer goods

In the two lower levels of difficulty, symbolized by and ** or in the Baron, Freiherr and Graf scenarios, you enjoy a price bonus when selling goods at the market stalls, which brings in more gold than in the higher levels of difficulty. You also have the opportunity to trade with the Venetian culture. This people does not appear in the higher levels.

For more information on price bonuses and Venetians, see the Trading chapter.

6 pirate aggressiveness

Depending on the level of difficulty, the pirates also show different levels of aggression. While pirates in

While in Anno 1602 they were either present or absent depending on the difficulty level, in Anno 1503 you can switch them on or off using the settings. The difficulty level determines how aggressively the pirates attack your cities and trading ships. The following overview shows you what level of pirate aggression you have to prepare for depending on the scenario you choose:

scenario	pirate aggressiveness
Baron	very light (2)
Baron	very light (2)
Count	easy (3)
duke	medium (4)
Prince	medium (4)
king	difficult (5)
Emperor	very difficult (6)
Emperor	difficult (5)

The aggressiveness of the pirates on a scale of 0-7 depending on the scenario.



Whether you have to deal with such aggressive pirates depends on the choice of scenario.

Notice

By default, pirates are disabled in the first four endless scenarios. You can also banish the buccaneers completely from your Anno 1503 world by selecting the corresponding option under the Settings menu item (see the following section).

The optional settings

After choosing one of the eight endless scenarios, you will be taken to the start screen. You can now choose a color (flag) and start the game. In this case, the standard conditions for your adventure apply:

👑 All default computer opponents are active.

👑 All computer opponents behave according to standard.

👑 Depending on the scenario, the game takes place with pirates activated/deactivated at the corresponding aggression level.

👑 During the course of the game you will experience one or another natural disaster that will set you back more or less in your development. A fire in your city does not count as a natural disaster.



If you want to change these default conditions, click on the 'Settings' button before selecting the flag. The

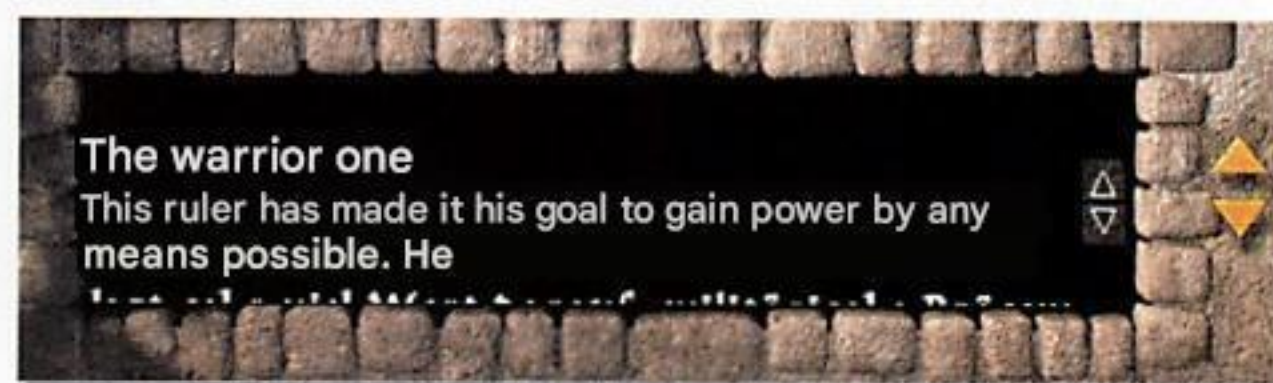
following options will then be available to you:

Computer opponent active/passive: To the right of the settings buttons you will find the list of participating computer opponents, which includes three or four characters depending on the scenario.



You can click on each one individually and then deactivate them using the Computer active button. The

button then changes to Computer passive. You can do this for all three or four computer opponents in order to play an endless scenario completely alone, but you must click on and deactivate each individual computer opponent separately. Computer



Determine the character class of the computer opponents:

In addition, you can freely choose the character class for each participating computer opponent. To do this, click on one of the computer opponents in the list of participants on the right and use the yellow arrows to select the desired class from the list of character classes. In this way, you can, for example, create an 'Emperor' game in which only computer opponents of the 'Trader' class take part. This way, you would not have to worry about any military conflicts. Conversely, you can also create a very military-oriented game with three or four 'warlike' or 'ruthless' computer opponents.



Pirates on/off: The next option concerns the presence of pirates in

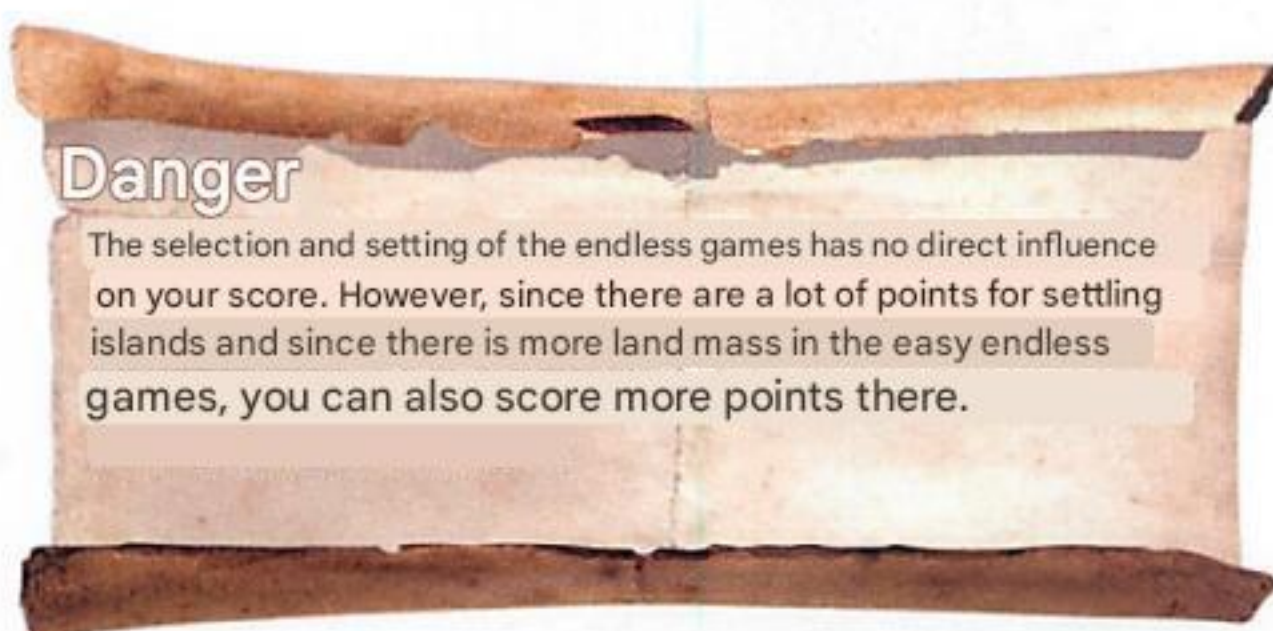
your endless game. By default, pirates only take part in the last four endless games. However, if you click the 'Pirates on' button so that it changes to 'Pirates off', you no longer have to worry about the privateer ships crossing the path of your merchant ships and sending them to the bottom of the sea.



Disasters on/off:

As with the pirates, you can also turn natural disasters such as

drought etc. on and off. In the first four endless scenarios, natural disasters are deactivated by default.

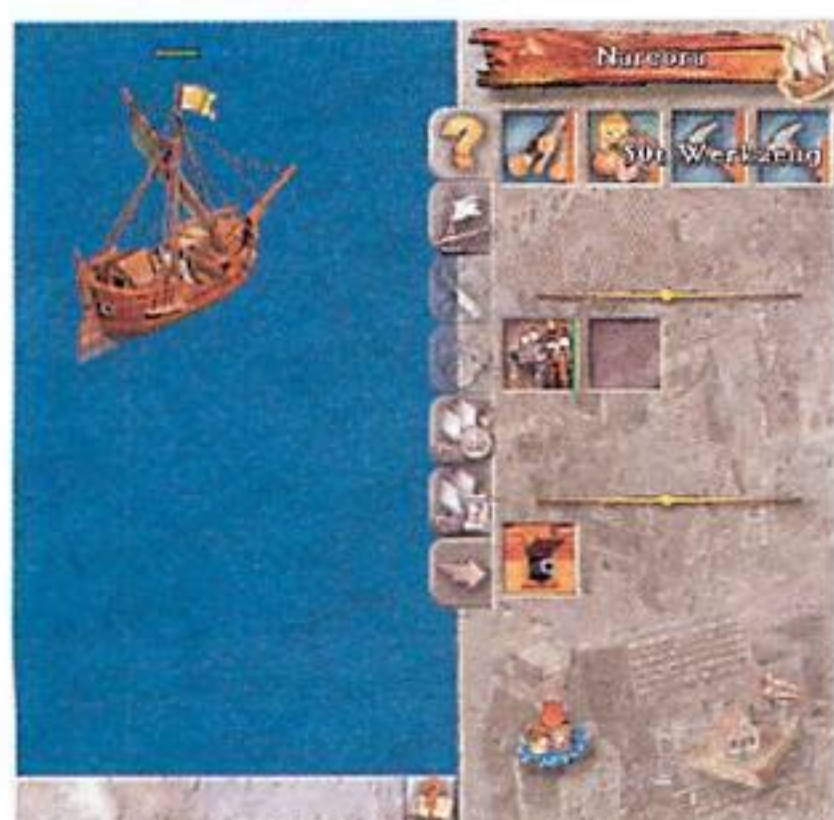


Game start

Although this tutorial also works on a high level of difficulty, we recommend that Anno beginners choose an easy level of difficulty or scenarios (Baron or Freiherr) to replay the following sections. You can leave the computer opponents generated in this way active, as well as the pirates and the natural disasters. Do not change these basic settings.



Now start the game by clicking on one of the eight flags.



Here we go:

You are on a small trading ship in the middle of a large ocean. You are equipped with some provisions (food), building materials (wood and tools) and a scout on board

Your starting resources for conquering this island world.

The quantities of the first goods on board are the same in all difficulty levels or scenarios of an endless game:

👑 50 tons of wood 👑 10 tons of food 👑 80 tons of tools

Exception: In the lightest scenario, there are 100 t of tools.

Choosing the first island

Surrounded by numerous islands, you are spoiled for choice because you have to decide on the home island where you will spend many hours, days or even weeks. Above all, the resources available on the island in the initial phase and its size are decisive and determine the course of the entire game.

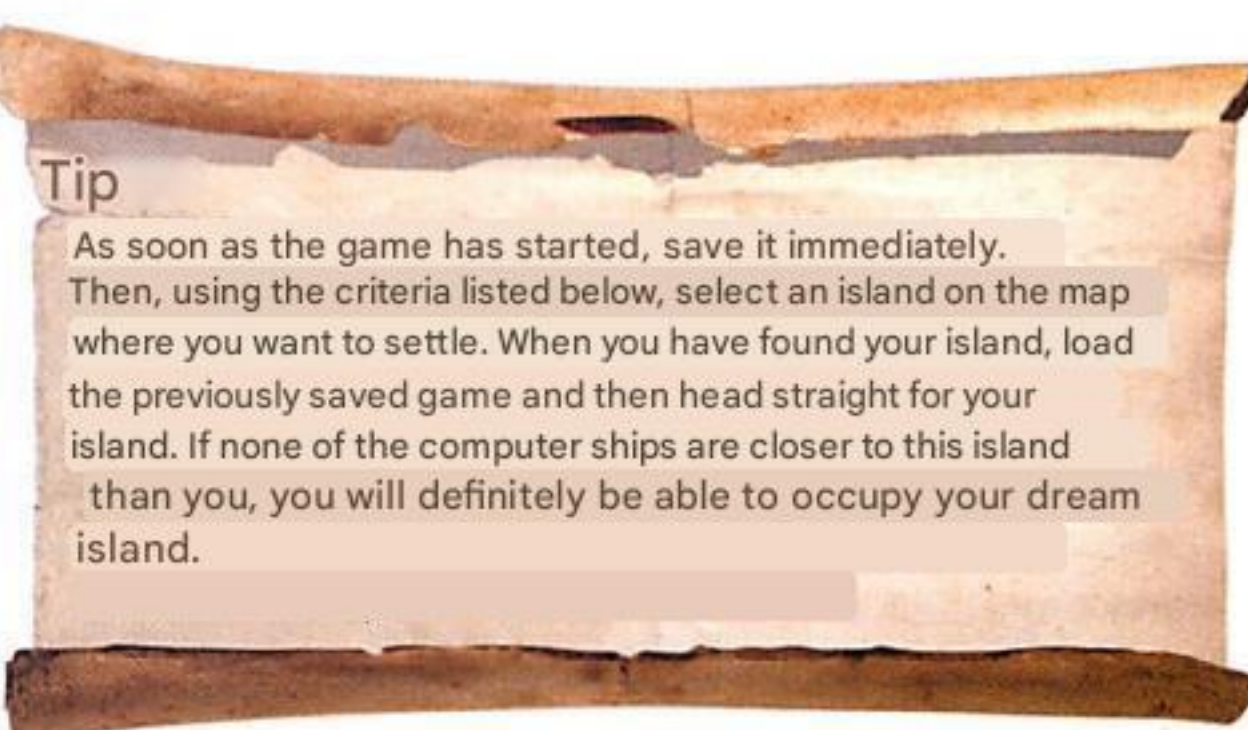
Therefore, you should not settle on the first island you find, but rather use it in a targeted and as

choose the most optimized one possible.

The search for this first island must also be carried out very quickly, as other players or ships with settlers have arrived in the New World (unless you have deactivated all computer opponents via 'Settings'). You are also looking for the most lucrative islands to build a city on. Your computer opponents or their artificial intelligence (AI) have a slight advantage in this respect, as the AI immediately recognises the 'best' islands and promptly heads towards them.

However, you must first get an overview, which takes some time. Therefore, you can very easily fall behind the AI in this early phase of the game.

Therefore, please follow these steps immediately after starting a game:



If you want to try it without the save-load trick, you should set your ship in the direction of one of the larger islands on a whim before you look around. If necessary, set the game speed to minimum to give yourself more time to examine the individual islands.

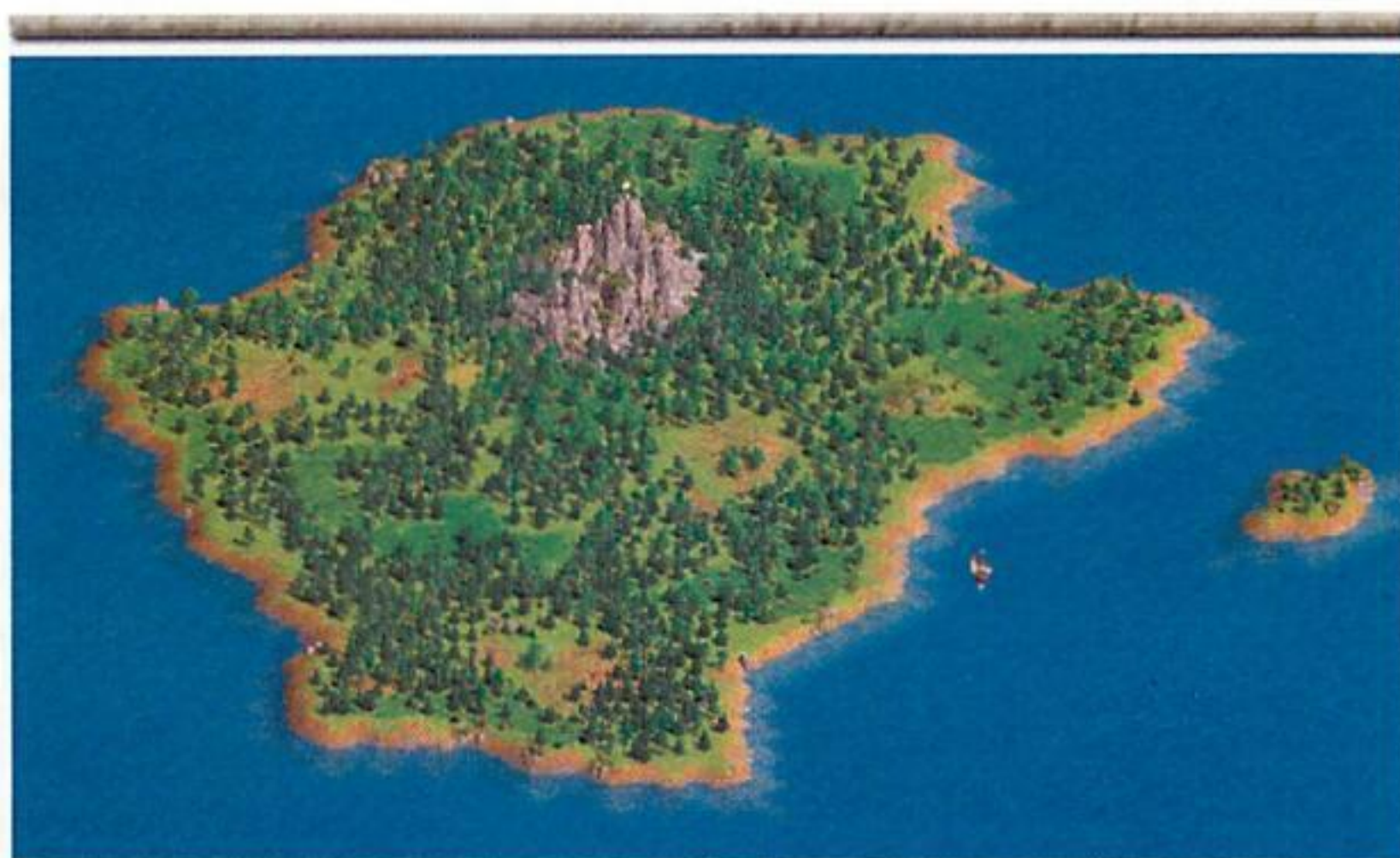
When looking for the perfect island, you will find that the islands on the entire map are still unexplored. However, you can already collect a lot of information visually to make a kind of preliminary selection. Examine the external shape of the island, the animal population and the tree cover. You can also tell from the appearance,

which climate zone the island belongs to (detailed information on topography, animal populations and tree cover on islands in all six climate zones can be found in the chapter 'Climate Zones'). The climate zone also tells you which plant raw materials thrive on the island in question. However, the fertility that is responsible for the growth of the plant raw materials remains hidden. To find this out, you have to sail to each island separately! Of course, you also lack any information about any mineral resources or foreign native cultures. The 'fog of war' obscures your view.

While your ship sails towards the supposed favorite, take a closer look at the islands. The bird's eye view (F2 key) gives you the best overview. Use the minimap at the top right to quickly jump from one large island to the next. When doing so, note the following initial visual island selection criteria:

- 👑 The size and shape of an island affect the structure of a city. Small or rugged islands with numerous hills and mountains are hardly suitable as the first island, as they usually do not offer enough space for large buildings. An island with a large, connected building site is ideal.
- 👑 Concentrate on finding a fertile island in the North or Jungle climate zones (see the chapter on 'Climate Zones'). Both zones are suitable for efficient alcohol production, which is made possible by growing hops and sugar cane (see the chapter on 'Climate Zones'). Besides food, alcohol is the most important commodity in ANNO 1503, and you will also need it very early on to jump to the next population level. With a little experience, you can therefore recognise the climate zone of an island based on its position and appearance. If you still have difficulties, our illustrations of the predefined placement patterns, which you can find on page 68 of this book, will help you. Find the map of your scenario and simply read off the climate zones of your islands.

- 👑 In every endless game, it is crucial that you can produce bricks relatively early on. Therefore, only select islands that have a mountain range. Only there can you build a quarry, which is needed for brick production. With a mountain range, you also have the chance of finding natural resources such as ore, salt, marble, gold or precious stones.



Three examples of islands that meet our first visual selection criteria: large, compact, an existing mountain range and of the climate zone type, northern or jungle.

- 👑 Last but not least, the first home island should be placed as centrally as possible in the island world, because this is where you build your capital and thus establish your main trading and transshipment point. A city in a central location on the map has shorter transport routes to most of the surrounding islands and is easier to play.

After the visual inspection, you have shortlisted one or more islands. However, you do not yet know anything about the next two decisive criteria, namely the fertility (or yield - 50% or 100%) of the plant raw materials growing there and which

Mineral resources are located in the mountain ranges. These criteria cannot be determined by purely visually observing the islands, but only by exploring the islands.

You explore the fertility of the plant raw materials with your ship. To do this, select it and head for your desired island(s). As soon as the ship gets close to an island, the fertility is displayed in the status bar in the form of small icons. A large green bar means 100% fertility on this island, whereas half a bar means only 50%. On your first island, try to achieve 100% fertility for hops (northern climate zone) or sugar cane (jungle climate zone) so that you can quickly build up efficient alcohol production.



In games of lower difficulty levels, 100% fertility is the norm. At higher levels, you often have to be content with most plants only growing at 50% on each island.

Also explore the mineral resources on your island. It is not necessary, but helpful, if your first island has ore deposits. However, neither a visual inspection of the island nor driving your ship up to it is enough. Your scout comes into play: To do this, drive to the shore and click on the scout icon in the ship menu. Now move the scout near the mountains to explore the mineral deposits, if there are any. Of course, at the start of a game you don't have time to head to all of your desired islands with the ship, unload the scout and trot to the mountains. If necessary, use the save-load trick as described above. However, you can also accept the challenge and try to cope with any deposit. Settling without any mineral resources is possible if you compensate for the shortage early on by colonizing more islands with the corresponding resources. In any case, explore the mountains with the scout before you settle down!



Before you settle on an island, you should check with your scout to see if there is an ore deposit on the island.

The placement of the first office

Once you have found your dream island, take possession of it by building an office (or a market main building)



To build an office, your ship must be directly on the shore of the island. Then click on the 'Build office' button in the ship menu. Then place your first office anywhere on the shore. The location of this

first office is no longer as important in ANNO 1503 as it was in ANNO 1602, as you can build and demolish several offices on an island over the course of the game without having to give up the entire island. Nevertheless, you should make sure that the office has as much building land as possible in its sphere of influence and is located in the immediate vicinity of the planned city area. A bay is therefore an advantageous position for the office, as it allows you to build an office

larger sphere of influence on the island land mass. However, make sure that the bay is not too small so that additional ships can reach the trading post unhindered. Mountains that may contain resources or serve as

Quarries should of course also be located in the near to medium vicinity of the first office.



By placing the office in a bay, you can bring a larger island landmass into its catchment area.

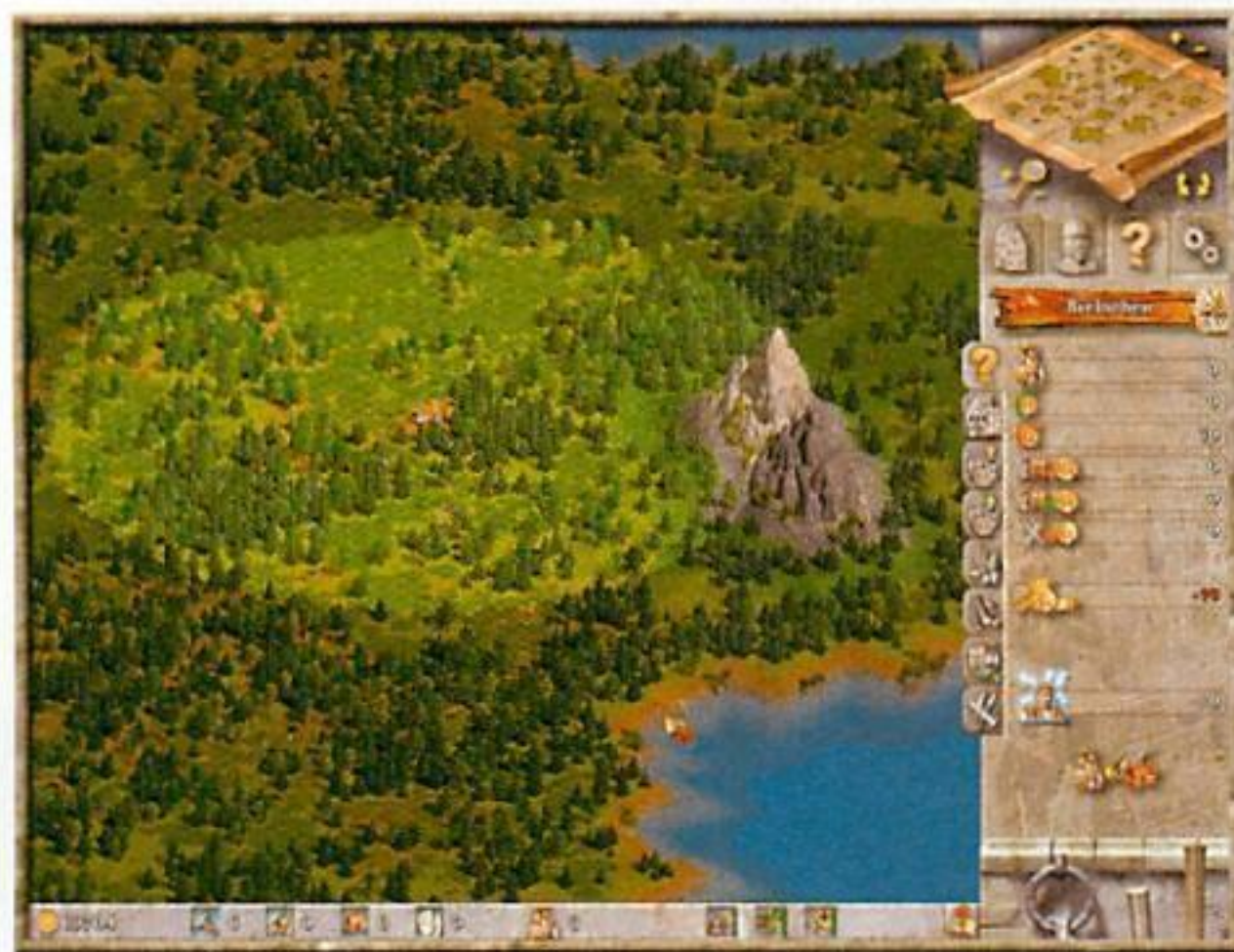
If you are in a race with a competitor who has his eye on your island, it is often better to set up the office as quickly as possible in order to reserve the island. On very large islands, it can also happen that several players settle there. Depending on the character of your neighbor, this can lead to fruitful trade relations, but also to lengthy conflicts.

In Anno 1503 you can start building a city without an office, by building a main market house in the middle of the country. This is possible



thanks to the new main market house building unit, the Scout. Unload him on the shore of the island of your choice and leave

it near the ship. Then select the 'Load and unload scout' tab in the Scout menu (activate Scout to do this). Then transfer 10 tons of wood and 10 tons of tools to the Scout. With these goods, the unit sets off inland. Look for a suitable place for the main market building and then select the 'Build main market building' button in the Scout menu. The new building represents the origin of your city.



Instead of having an office on the island coast, you can also found a city with a main market house in the interior.

This approach has the advantage that you can open up a large area of land as an area of influence with the first main market house and can also use your city center to look for areas close to mountains and thus mineral resources and quarries. On the other hand, this makes trading with free traders who only trade by ship at one of your offices impossible for the time being.

Transferring goods from the ship to the office



Your ship still has goods on board that you will need for the subsequent construction phase. Therefore, you must first bring the goods from the ship to the office. To do this, click on the ship that must anchor in front of the office and select the menu category "Loading and unloading ship" in the ship menu. In this menu, you can then mark a loaded good at the top and transfer it to the office using the transfer arrow (unload goods). Carry out this goods transfer for all three loaded goods groups, i.e. food, wood and tools. However, you will only be able to unload 50 t of tools, as the office currently only offers storage space for 50 t per good. Of the remaining tools, 5 t will be used for building the office itself, and you can unload 25 t at a later time. Main Island

Exploring the remaining islands

As soon as your ship has transferred the loaded goods to the warehouse and your scout has completely explored the first home island, use these two means to have a look around the rest of the island world. So call the scout back to your ship and head for the other islands one after the other. Once you are there, you will first learn something about the fertility of each island. But also put your scout on each island and search the area for mineral resources in the mountains, for enemy settlements and for foreign cultures. When it comes to expanding your island empire later by founding more cities on other islands (see below), you should already have a complete overview of the nature of the islands, so that you can quickly find the strategically best areas for your empire.

Purchasing tools

As in Anno 1602, tools are a key building material in Anno 1503 that is always in short supply. The construction of almost all buildings requires at least one unit of these, so your starting supply of 80 tons of tools will normally be used up quickly. You should therefore organize supplies right at the start of the game by placing a purchase order for tools in the office. The game's traveling traders will then head to your office and try to meet your tool needs.



Tools are purchased by clicking on the office and selecting the category Buy goods in the office menu on the right. Then click on one of the free storage spaces below and set the tools as a purchase item. As in Anno 1602, in Anno 1503 you also have the option of setting the maximum storage quantity and the maximum price per unit of the purchase item when purchasing via the office. For tools, you should make these settings somewhat dependent on your starting capital, i.e. if you have a large starting capital, you can allow yourself higher purchase prices and storage quantities, but if you have a somewhat smaller starting capital, keep the settings correspondingly lower. However, you should at least set an average price of around 50 units of gold and a maximum storage quantity of 50 units. Then pay a little attention to the

ongoing purchase of tools and adjust these specifications if too few or too many tools find their way into your warehouse.

A second way of acquiring tools is available in endless games of lower difficulty levels, namely with the Venetian trading post (see also the chapter on trade). In such games, simply go with your ship to search for the island on which the Venetians have settled and buy tools there if necessary. The available quantity is usually sufficient and the price per unit is in the middle range.



Whether via purchase order in your own office or (in the lower difficulty levels) directly from the Venetians: you have to take care of the supply of tools directly in every game!

The pioneer phase

So you have built your first office (or main market building) and thus founded your first town, as well as transferred the first building materials to the office. From now on you must fill this town with life, i.e. it is now time to build your town, which will be explained in detail step by step in the following sections.

Notice

Make sure that you do not build too many offices and market buildings (storage buildings) on your main island. As soon as your inhabitants reach the settler or citizen level, the buildings there will be

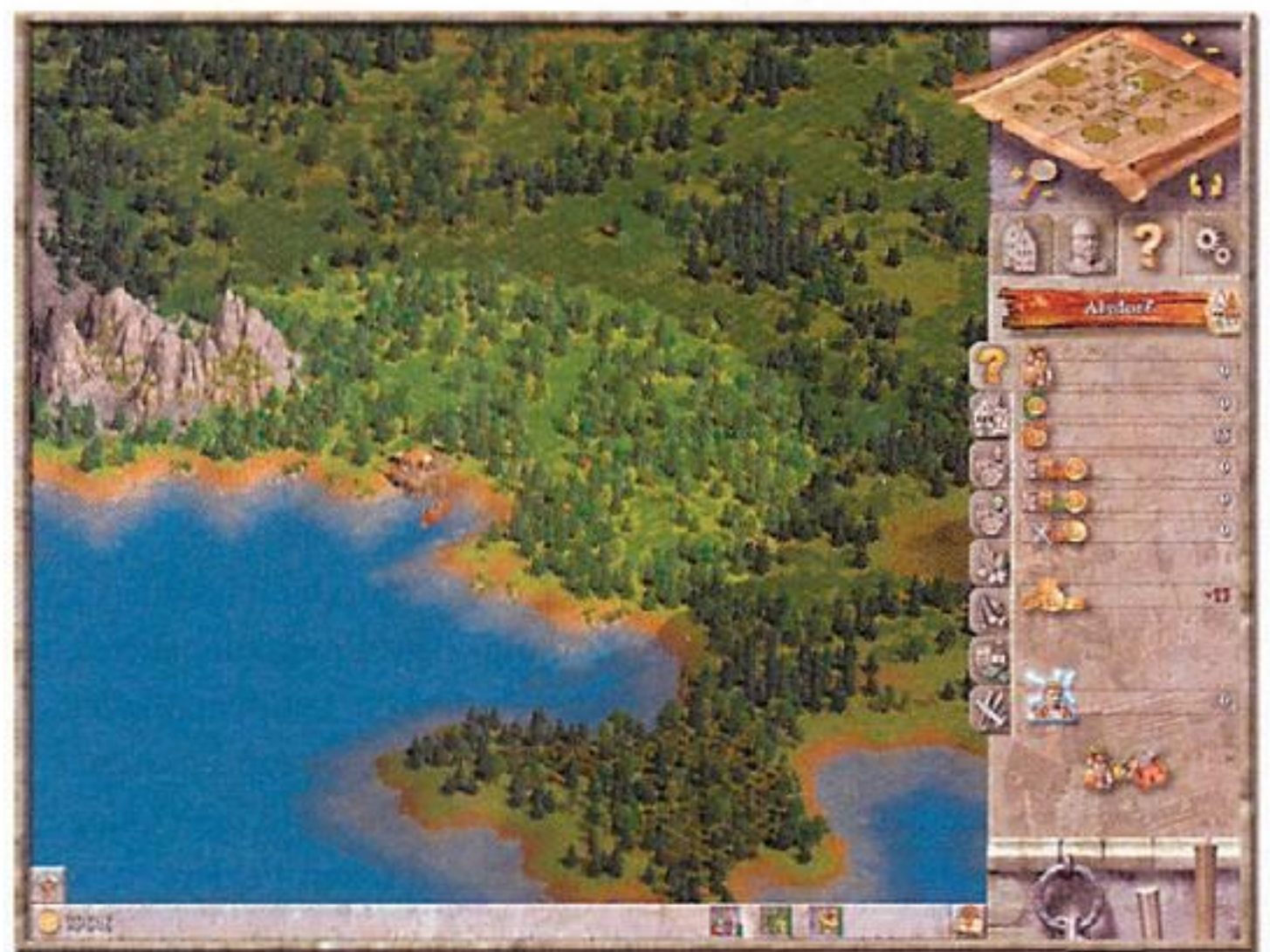
automatically upgraded and thus require higher construction and maintenance costs. Unfortunately, this feature has not been implemented very clearly in Anno 1503. However, in the online help you will find a note that tells you that a storage building at level 1 costs 20 gold pieces more per minute.

The storage buildings on the uninhabited islands (production islands) are not affected by this. It is therefore advisable to produce the majority of goods there over the course of the game.

Tip

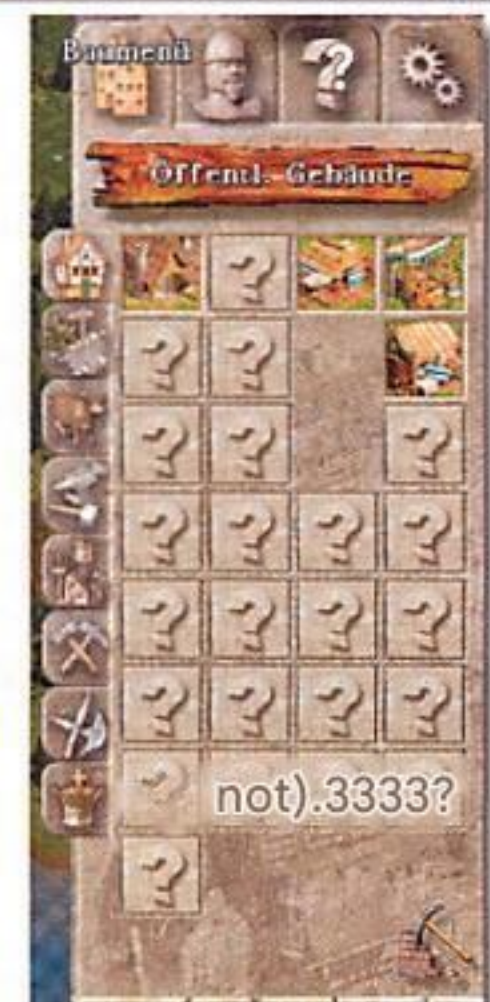
In the following construction phase, take some time to design your first settlement structure by reducing the game speed to the lowest speed level (F8 key). It is also advisable to save the game now so that you can try out different construction strategies from your current starting position. If something doesn't work out the way you imagined, you can always go back to the saved game and try building the settlement again with familiar constellations.

Just like in Anno 1602, in Anno 1503 you can only build all buildings within the sphere of influence of your offices and main market houses. To do this, select your office (or main market house) at the beginning to see your current sphere of influence, which appears as a brightly highlighted area after clicking on it. You can only build new buildings within the area marked in this way. This sphere of influence can of course be expanded later by building more offices and market places. This also increases your total storage capacity.



At the beginning, you have to cope with a relatively small sphere of influence that your first office opens up.

When you go to the construction menu for the first time (see the illustration on the right), you will notice that you only have a few building types to choose from at the beginning. Only when the population of the settlement grows and new needs arise, new building options are added that you can then implement (or



Wood production

To build a settlement you need enormous amounts of lumber, because wood is the main building material in the first phase. Therefore, you must first ensure that you have enough lumber to ensure that you always have a supply. How quickly you can build your city depends directly on the amount of lumber you produce! Depending on the size of your planned city, we recommend building two to four forest houses at the beginning. A single forest house is only sufficient if there is no time pressure or if you have to save on tools due to a lack of supplies. Two forest houses are always a good choice; four forest houses are recommended if you want to build very large facilities. In this example, four forest houses are placed below.



So go to the 'Farms and Plantations' category in the construction menu and select the 'Forestry House' option. Then place four forestry houses one after the other near the first office (or the main market building), without their areas of influence or production overlapping. Also make sure

that you position these businesses (and all subsequent ones) in the landscape in such a way that the available fertile soil is used well.

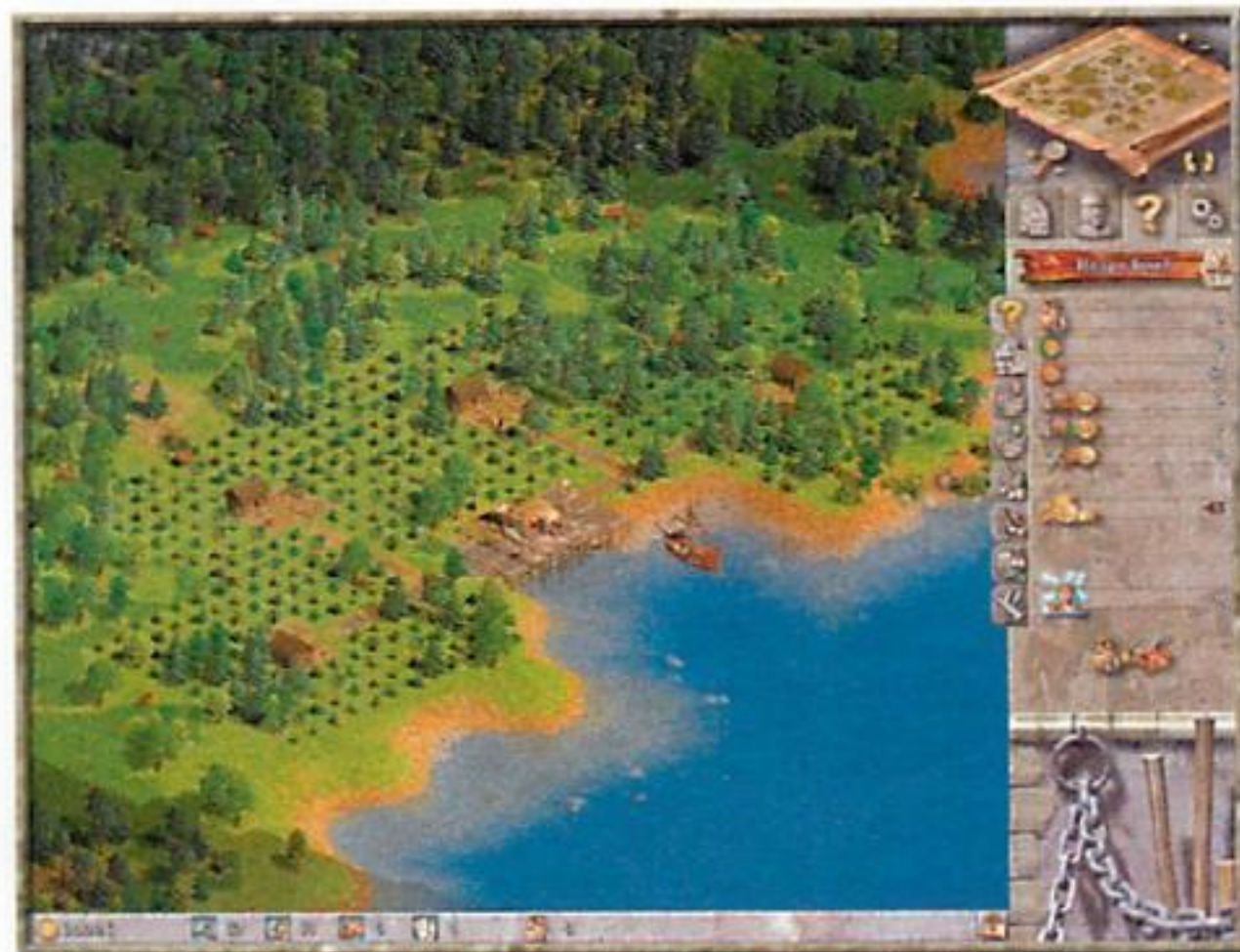


Then connect all the forest houses with a field path (construction menu category, squares, streets) to the office (or main market building). Make sure that the field path ends at a building entrance and is usable.

Then click on each individual forest house again and look at its area of influence or production. You will discover some empty fields on which no trees stand or grow. You should reforest these fallow areas by selecting the 'Forest' option in the tree menu and placing small trees on the empty fields so that eventually the entire area of influence and production of a forest house is forested.

Tip

It takes about 8 minutes for a tree to grow back completely. Therefore, at the beginning of the forestry production cycle, when the trees found have been felled quickly and the loggers have to wait for the seedlings to grow back, there may be a shortage for a few minutes. During this time, you can shut down the forest houses to reduce the running costs somewhat.

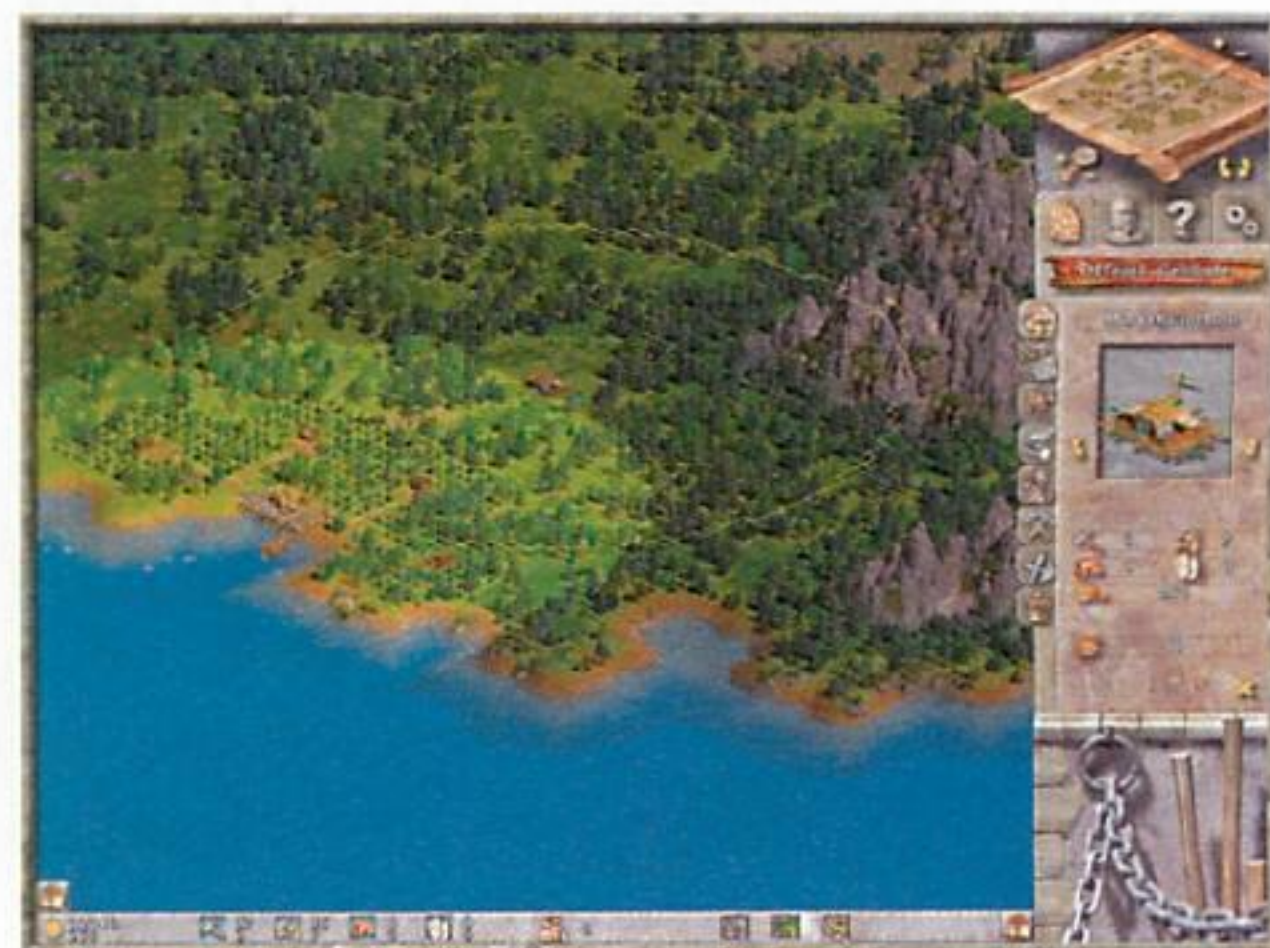


With 4 forest houses near the first office, you have enough wood as building material.

Expansion of the sphere of influence through a market headquarters

Even now, in this early phase, you should expand your sphere of influence by building a main market house. Firstly, the available building site at the first office is well occupied with four forest houses, and secondly, you can start planning the further city architecture. Therefore, build your first main market house with a view to planned expansion. The decisive criterion for the location is where you can gain as much fertile land or good, i.e. flat and connected building land as possible. Also think about which area of the island you want to locate the residential area and where you want to locate your supply center with farms and plantations. It is also advantageous if you also incorporate a mountain range into the new sphere of influence now with the expansion, in which you can later mine ore and build a quarry.

Of course, you place the main market building at the very edge of the current sphere of influence so that your new sphere of influence is as large as possible. You can find the building option for the main market building in the construction menu in the 'Public Buildings' category.



With a main market house you expand your sphere of influence to new building land, to a mountain range, etc.

In this initial phase, be careful not to build too many businesses and public buildings in addition to residential buildings, as the running costs of such buildings can quickly drive you into bankruptcy, especially in games where your starting capital is not so high.

One or two main market buildings (you will build a second one a little later; see below) are perfectly sufficient to start with.

Food and leather are the – basic supplies

Of course, your residents also need something to eat. As soon as the first houses are built and people move into your city, you will find your food supplies decimated – moderately at first, but more and more quickly as the population increases. Therefore, before you build the first houses, make sure that you set up a food production system that can also guarantee supplies.

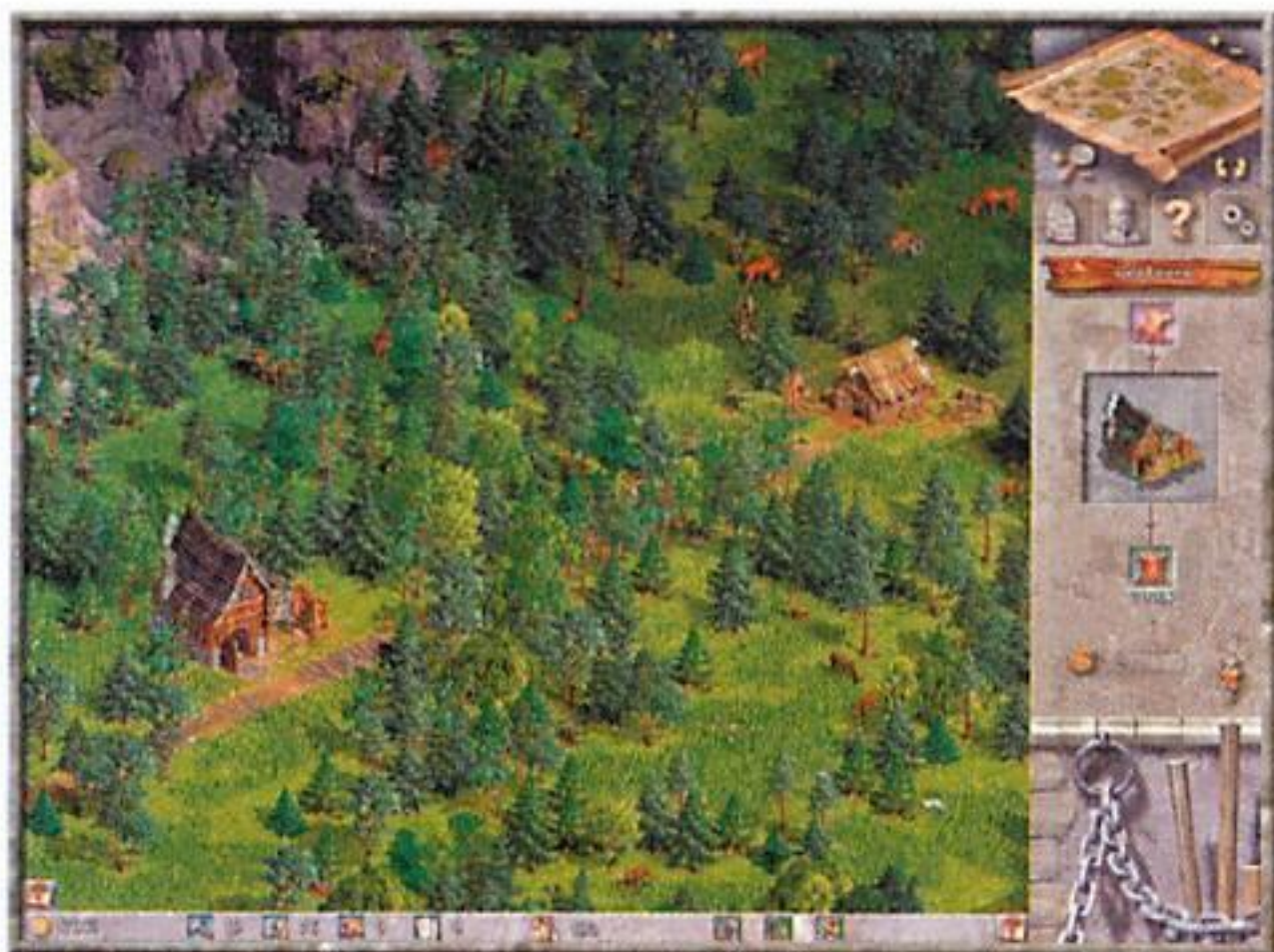


For this purpose, place a hunting lodge on the edge of your sphere of influence. Hunters need a fairly large, undeveloped area that should consist equally of forest and meadows. Forest areas generate new wild animals, meadows and fields serve as food for the animals and therefore also attract animals from more distant regions to the area.

Don't forget to connect the hunting lodge to the nearest office or main market building via a dirt road so that the meat can be picked up by a market cart.



One of the first goods needed in the city is leather. Fortunately, a hunter also supplies animal hides, which you can process into leather in a tannery. Therefore, place a tannery in this phase so that both the hunting lodge and a storage building are in its catchment area. The tanner will process the animal hides into leather and handle the transport himself.



A hunting lodge and a nearby tannery will provide your future pioneers with sufficient food and leather.

It is usually not necessary to build more than one hunting lodge and one tannery at the beginning of the game. With these facilities you are on the safe side when it comes to the supply of food and leather.

Supply of materials

In the pioneer phase, fabrics are the number three commodity. You should also get this production chain going before you settle the first pioneers. 'Fabrics' are produced in a weaving room (later in a weaving mill) from sheep's wool, which means that in addition to weaving rooms, you also need sheep farms to produce wool.

You should definitely build sheep farms on meadows, i.e. on an area that is as treeless as possible – if necessary, clear existing trees so that you have a continuous, free meadow area. A weaving room is able to process the wool from two sheep farms into fabric. Their production is perfectly sufficient for settlements of up to 40 houses at the Pioneer civilization level. So first build 1 weaving room near a main market building and then 2 sheep farms near the built weaving room. If there is no free meadow near the weaving room, clear some trees on the planned building area (demolish function in the construction menu). You can do without a road connection for the sheep farms, because the weaver collects the new wool personally and does not need a road for this (of course only if the sheep farm is in the catchment area of the weaving room). The weaving room, however, must be connected to a main market building via a road so that the fabrics produced can be transported to a warehouse.



With two sheep farms and a weaving room, you also met your pioneers' needs for fabrics.

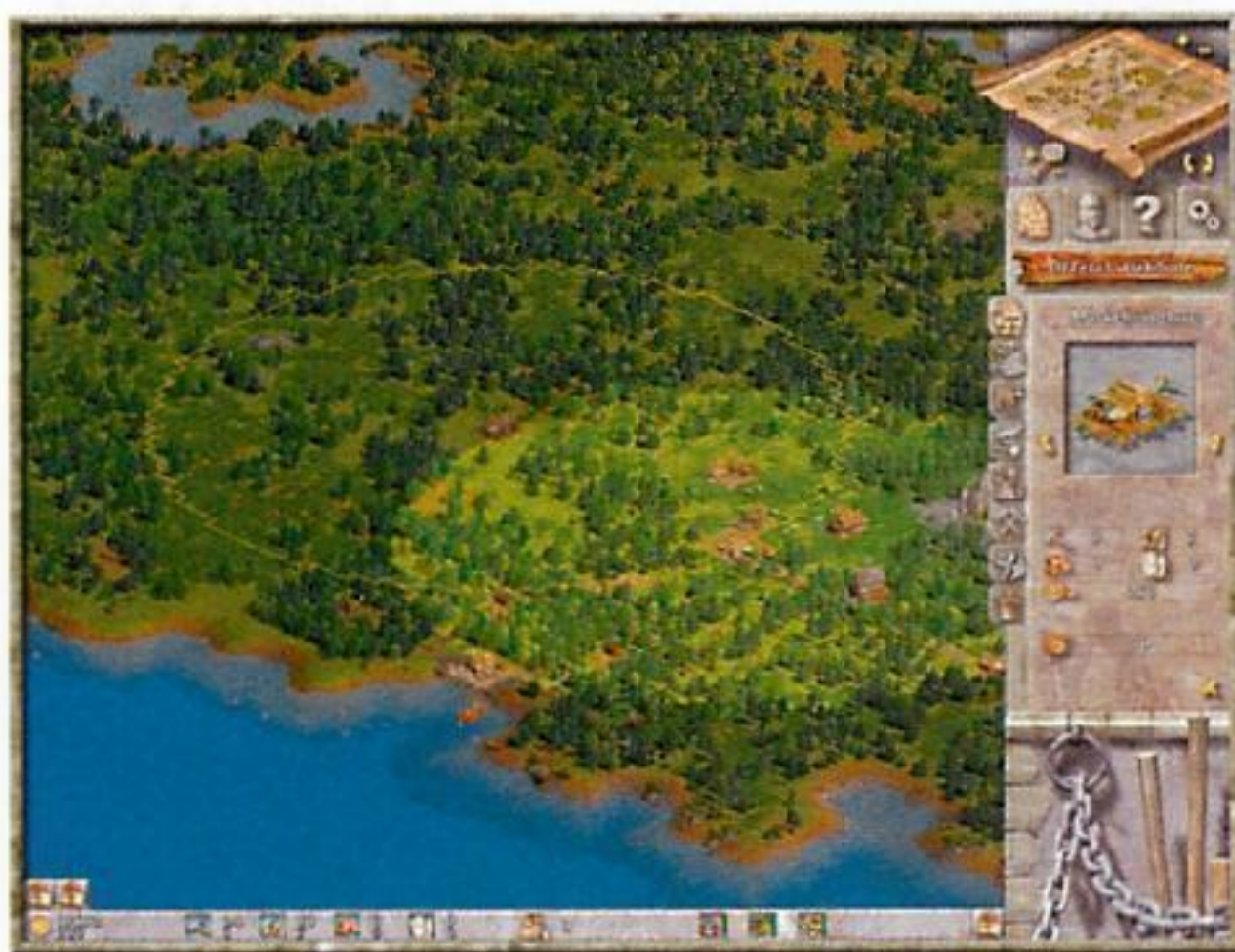
Tip

Leave some space for a third sheep farm close to the two. You will soon be able to replace the weaving room with a weaving mill that can process the input from three sheep farms.

The Settlement of Pioneers

So far, so good: The supply of food, fabrics and leather would be secured. And the lumber for building houses should now be piling up in your warehouses. Now it's time to settle the first pioneers. The rough procedure is that a pioneer settlement initially only consists of a few houses and a market with stalls selling food/salt and leather/fabrics. You only build other public buildings such as the inn or the chapel later.

First, however, you should build a second main market building to further expand your sphere of influence. (Depending on the terrain, you may even need two additional main market buildings.) Position the new main market building according to two aspects: Firstly, you should gain as much building space as possible for residential buildings and agricultural businesses with the new catchment area. Secondly, the new main market building will later form the center of your settlement. It should therefore be located so that all residents can reach it quickly. Since further public buildings are to be built next to the main market building later, you will first leave some building land free around the new main market building (on one or two sides).



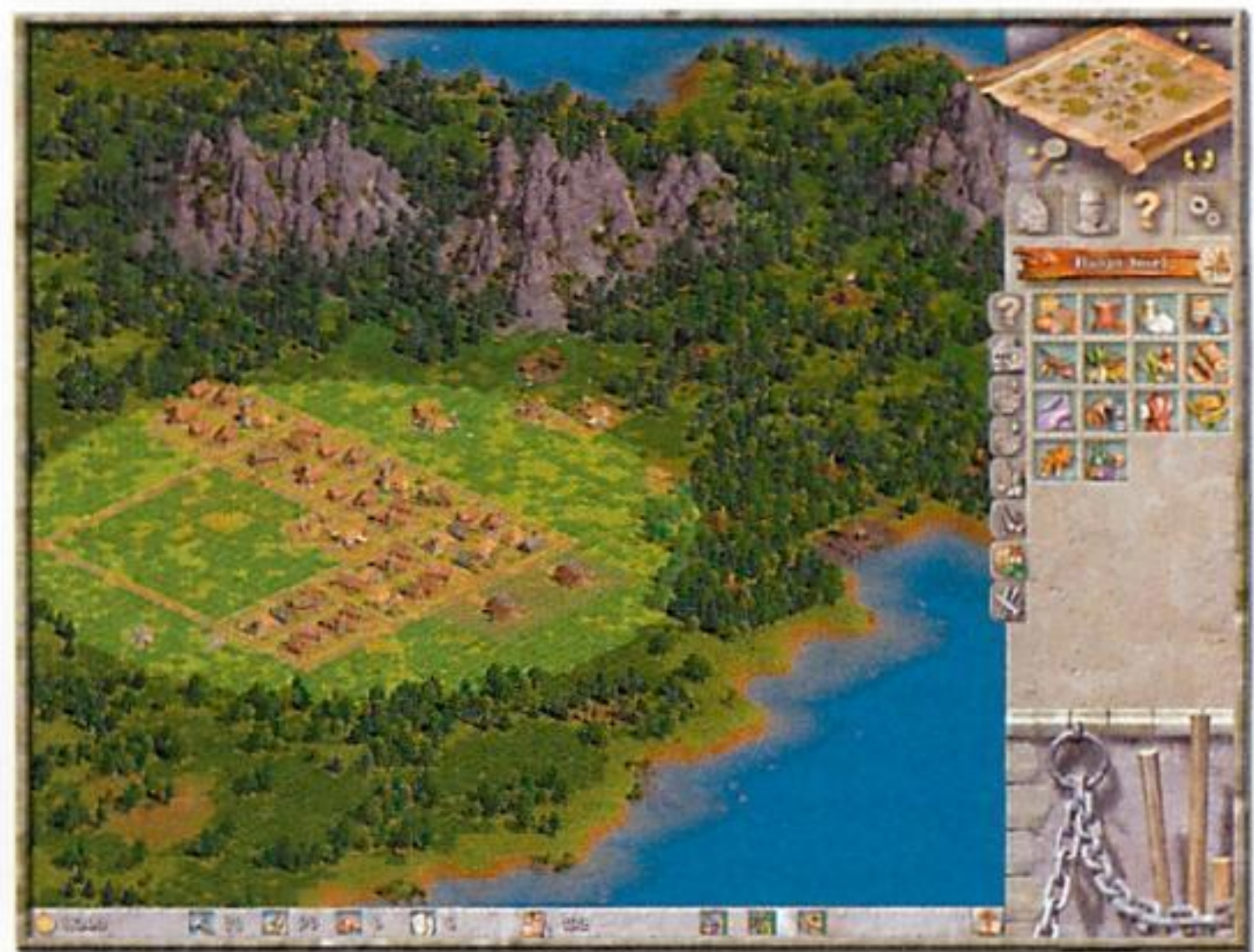
With a second main market building, you expand your catchment area and also form the center of your settlement.

Now you can start building the settlement. First, build a market stall for 'Food/Salt' and one for 'Leather/Fabrics' (construction menu category Public Buildings) near the main market building. Then build some residential buildings.

Tip

In contrast to Anno 1602, in Anno 1503 it is no longer absolutely necessary to connect every house to the road system. If necessary, market carts, firefighters and doctors can move between the houses arranged at an angle without a road, although the market carts are dependent on a continuous chain of roads and houses and can only move on the narrow paths at the edge of the plots (if there are any!).

To make it easier for the market carts to move forward and to prevent fire and plague from spreading to neighboring buildings, the houses in the tutorial are laid out as blocks of 2 x 2 houses (see illustration below). This is also easier to understand. With each house, your settlement grows by 8 pioneers. To advance to the next level of civilization, you need at least 125 pioneers, i.e. 16 houses (16 houses x 8 pioneers = 128 pioneers). In practice, however, you will build a few more houses (between 20 and 40; see the following section), because your income increases with the number of inhabitants. In this example, 24 houses or pioneer houses are placed.



With 24 residential buildings, you have created a sufficiently large number of pioneers.

Tip

When you set up market stalls, it is a good idea to keep a space between the stalls and the main market building. This way, each building can be placed freely and the streets are not blocked so easily when queues form at the market (especially when there are large numbers of residents).

The market carts, for example, cannot simply "drive through" the residents, but would have to avoid them, which could result in large detours.

Notice

If you build 40 or more houses in this phase, the production plants you have set up so far (see above) will no longer be enough to adequately supply all residents and at the same time build up a small supply. In this case, you simply have to build additional plants in the above-mentioned sectors.

Excursus: Running costs and income

As you have probably already noticed at this point, your gold supply has been steadily dwindling since the beginning of the game. This is because your ship, the scout (which is considered a military unit) and all the businesses you have established so far incur ongoing costs that eat up your starting capital. You also have to spend more gold on the tools you order. In other words: If you don't want to end up with an empty account sooner or later, you have to offset the expenses with corresponding income.

You can earn income in Anno 1503 in two ways:

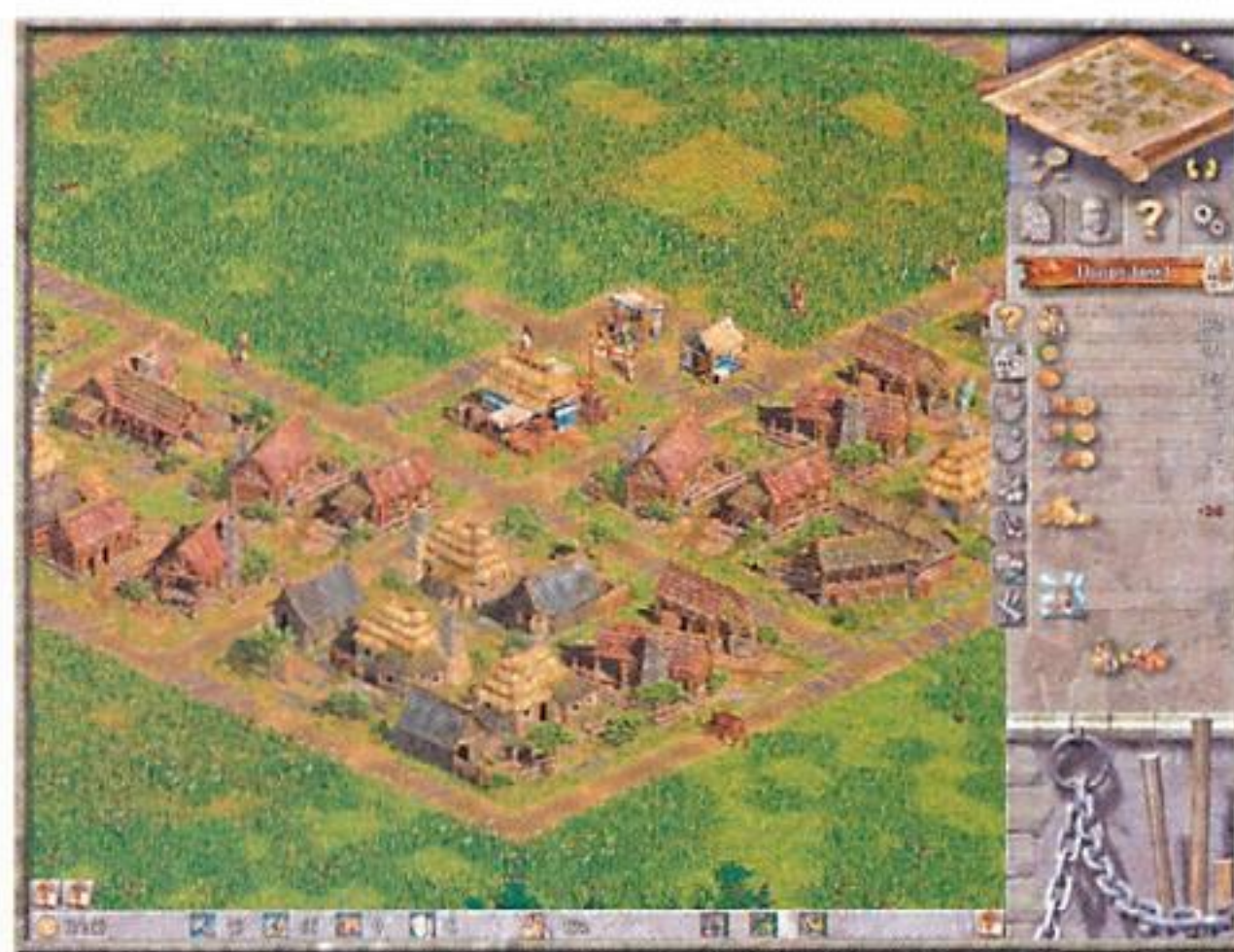
Firstly, through the trade of goods and commodities, where your income consists of the profit resulting from the difference between production costs and sales revenues (see the chapter on trade), and

secondly, by selling essential goods to the inhabitants of your own settlement. You sell the essential goods you produce, such as food, leather, fabrics, alcohol (other items will be added later) to the population via the respective market stalls (food/salt, leather/fabrics, etc.) or in the inn (alcohol). If you are an Anno 1602 veteran looking for the source of income, taxes, you will be disappointed: Tax collection no longer exists in the game concept of Anno 1503. In its place, the income from the sale of goods and products to the population has taken its place.

Your goal must be to have as balanced a balance sheet as possible, even in this early phase. Later on, you should generate surpluses that you can use to finance other cost-intensive projects (e.g. military actions and units).

Covering the ongoing fixed costs (ship, office, market, production building, etc.) or real profits is only achieved in the pioneer phase when the city reaches a certain size. The lower limit for a balanced or even positive balance is around 20 residential buildings (= 160 pioneers), but you can only partially include the costs of purchasing goods such as tools. You should therefore not build fewer houses. In addition, your city needs to be a certain minimum size to reach the civilization level 'settler' (see above). If you started your game on a low difficulty level with a larger starting capital, you can allow yourself to make minimal or no profits for a long time with a small city of 20 houses and quickly advance to the next civilization level. However, if you are playing on one of the higher difficulty levels and have less gold available, you should build more residential buildings with more inhabitants in this phase.

(e.g. up to 40 residential buildings). The running costs for a larger facility are hardly higher than for a settlement with just 20 houses: Most production and infrastructure buildings are not fully utilized by a small settlement anyway, so the same capacities are also sufficient for larger populations. In contrast, the income in a larger settlement is practically twice as high due to the corresponding increase in the sale of goods and commodities. The profit situation is therefore correspondingly more positive.



Your balance sheet is already almost balanced at this stage, unless your ongoing expenses for purchasing tools are exceptionally high.

The needs of the pioneers

In connection with the income from market sales, you must of course know which goods you can sell well: What do the pioneers actually need? You can get information about your people's needs by simply clicking on one of the residential or pioneer houses. The pioneer information will then appear in the menu bar on the



which you can see the information on requirements in the form of icons at the bottom. There you can see that your pioneers already have quite extensive needs, namely food, leather, fabrics and salt, and they also require an inn (with alcohol!) and a chapel. 192

However, you do not have to satisfy this list of demands immediately and in full, because the individual needs have different priorities:

Food is the highest priority for the pioneers and is always necessary.



A shortage of food (i.e. below 100%!) will quickly upset your pioneers.



The supply of leather is optional and only serves as an additional source of income through market sales.

The supply of fabrics and salt is also optional.

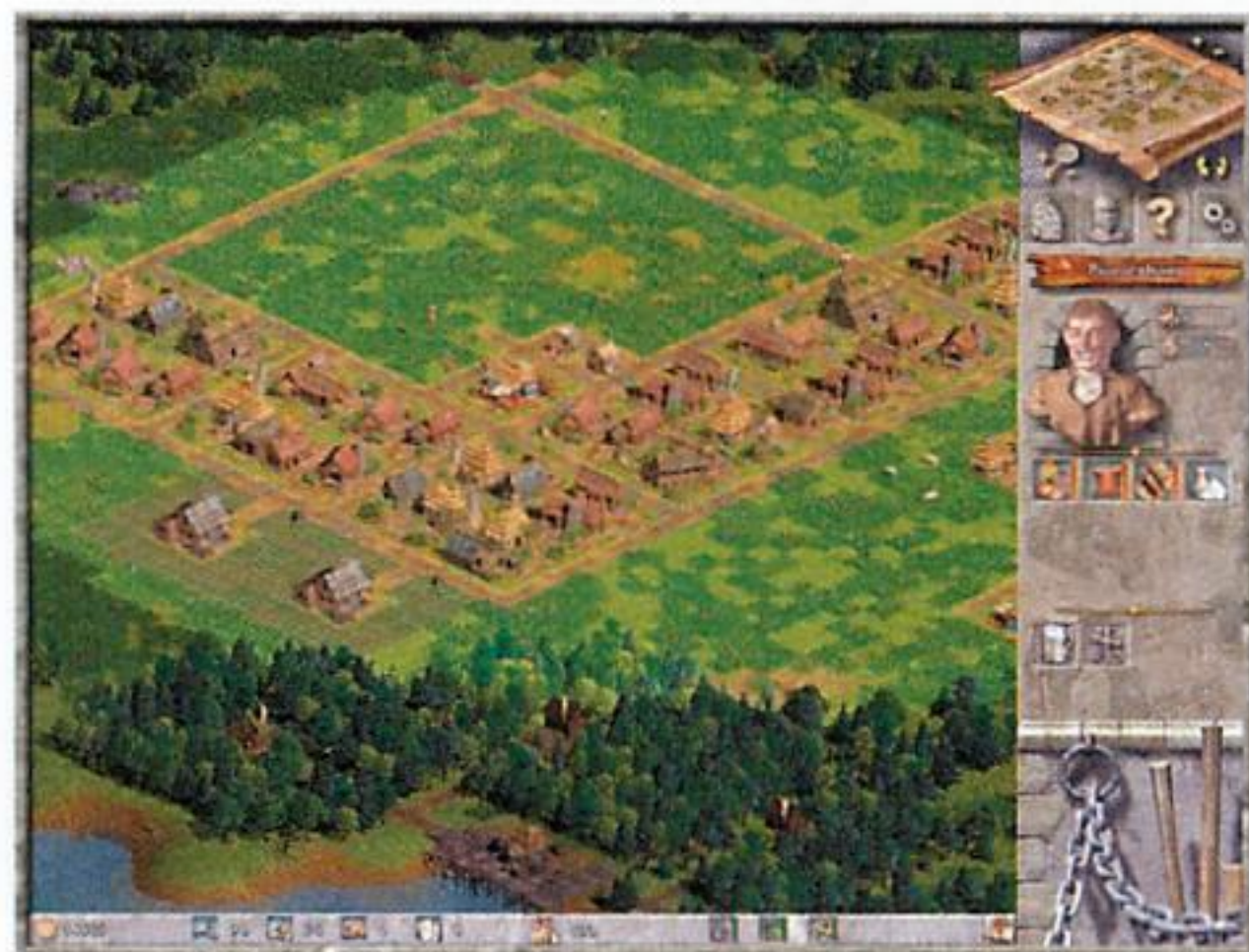


However, you must meet the demand for at least one of these two goods in order to advance to the next level of civilization.



The Inn and Chapel are also required for civilization advancement; however, both are quite expensive to build, and because the Inn is practically synonymous with the commodity required, 'alcohol', you also have to worry about alcohol production. The best advice is therefore to save money in the first phase and forego these facilities for the time being. Save building them for when you want to change civilization levels (see below).

From this priority ranking you can see that theoretically it would be enough to just supply your inhabitants with food. Then the main need would be met and the population would be satisfied. However, your income would then be limited to the sale of food, and with a low population, as is the case in the pioneer phase, this is simply not enough. (Only with a very large population can you make a profit from selling food alone.) On the other hand, if you offer your pioneers several popular goods, you can achieve good sales even with a small population.



Actually, you keep your pioneers happy with the food supply alone - the supply of the other necessities is optional, but it gives you welcome additional income.

After you have built your settlement as described up to this point, the production of food, fabrics and leather is now secured, so that you can sell the goods to the pioneers at the market stalls. This should already increase your account balance

with this low population (24 houses = 192 pioneers) it can be slightly positive. You can see



your balance by clicking on the button, player menu and then selecting the category 'Player info'. So that you can quickly aim for a higher civilization level with this number of houses and 11 Revenues should come population, you can aim for higher settlers (see below). 192 125 38 0

Alternative construction options and productions in the pioneering phase

In addition to the building options and production sites discussed, there are other building and production alternatives available in the pioneering phase, although you don't necessarily need them. Sometimes it's even strongly advised not to build one.



The small fortress is available as a building option when you have a population of 30 pioneers or more (Building menu category, Military buildings). As a rule, you do not need

any military protection at the lowest civilization level in the endless game, so you can do without such a building. A quick

attack on a neighbor is also out of the question, since the military units for an effective attack (see the chapter on Military units) can only be researched from the level of Settlers.

Also, keep in mind that recruitment may arouse suspicion among your neighbors and lead to a declaration of war. Soldiers also incur recruitment and overhead costs.

Salt production with a salt mine and saline is possible from a population of 125. Salt is indeed a commodity for the pioneers and could therefore be sold as a product. But: Salt production is not profitable in the pioneering phase! This is because the mine and saltworks have an enormous output that would be enough to supply thousands of inhabitants. In contrast, per capita consumption is very low, so the excessive maintenance costs of the salt works are offset by very little income from the sale of salt. With a

If you have active salt production, you will only incur losses in the pioneering phase. (You can find more information on this in the chapter on trade and income.) In any case, a salt deposit in the nearby mountains would be a prerequisite. Finally, the supply of salt is not absolutely necessary. To advance to the next level of civilization, you only need either the salt or the fabric supply. It is therefore sufficient if you have boosted the wool and weaving industry as described.

Producing food on a small farm and (free) meadows is an alternative to a hunting lodge. You could produce food on the free meadows within your catchment area. However, firstly, this form of food production is still too cost-intensive at the current stage and secondly, with the existing hunting lodge you are on the safe side in terms of food.

The rise to the settler level

Back to the current game: The prerequisites for your pioneers to advance to the next level of civilization are alcohol production, an inn where the alcohol produced is served, and a chapel.

First, tackle alcohol production. The only way to ferment it in the pioneering phase is to grow potatoes on a small farm. This option is not particularly productive and therefore expensive, but as mentioned, there is currently no other option. More productive alcohol production chains (hops alcohol and sugar cane alcohol) will only be available to you later.



Therefore, at this point in the game, first switch to the 'Farms and Plantations' construction menu and build two 'Small Farms' among your other production buildings. Then select these farms and create potato fields in the catchment area. You must not



With two potato farms you start alcohol production.

forget to connect the farms with a dirt road. After a short growth phase, the harvest is harvested in the fields and

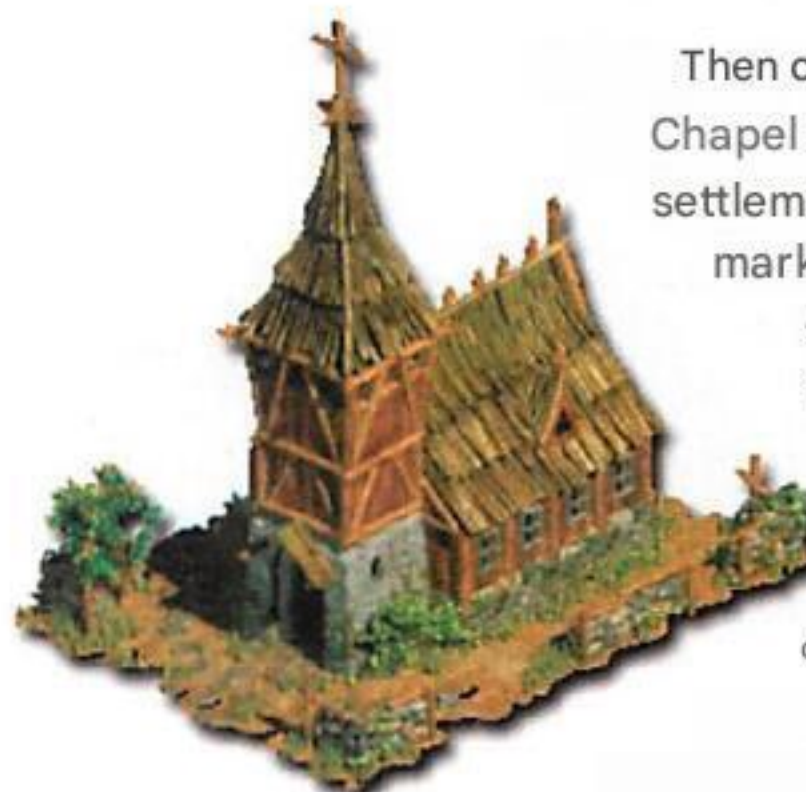
Danger

Alcohol in the pub is almost as important as food for the higher levels of civilization. A lack of alcohol cannot be compensated for at the higher levels and it greatly reduces the mood of the inhabitants, so that they can even fall back to a lower level of civilization!

Start distilling liquor on small farms. In this way, you can produce a supply of about 20-30 tons of alcohol.

Because alcohol is so important in the next civilization level, you need to plan alcohol production a little in advance before you make the jump to the Settler level. The best way to do this depends on the number of houses and also on the climate zone of your main island, because this determines the fertility for hops (or sugar cane if you are settling on a jungle island). If your island does not have 100% fertility for hops, you should increase the number of potato farms so that there is one potato farm for every 7 houses producing liquor (that is one potato farm for every 56 pioneers or 105 settlers). This will ensure that you have an alcohol supply for the Settler phase. If, on the other hand, you have 100% fertility for hops, you can aim to accommodate 360 settler inhabitants as quickly as possible after moving up to the Settler phase. From then on, the building options 'Hop Farm' and 'Brewery' are available, and you can produce alcohol much more cheaply. However, all of this must be done before the small supply of alcohol that you previously produced with the two potato farms is used up.

If you settle on a jungle island and want to produce alcohol from sugar cane, you will have to make do with potato farms until you reach the citizen level.



Then create one Chapel in the center of your settlement, i.e. near the main market building. Finally,

the only thing missing is the inn, where alcohol can be sold and served. As soon as this building is built and the residents have quenched their thirst (which you will get from the

If you can gradually satisfy your pioneer's needs (displayed as tavern needs), you have met all the requirements for development into settlers.

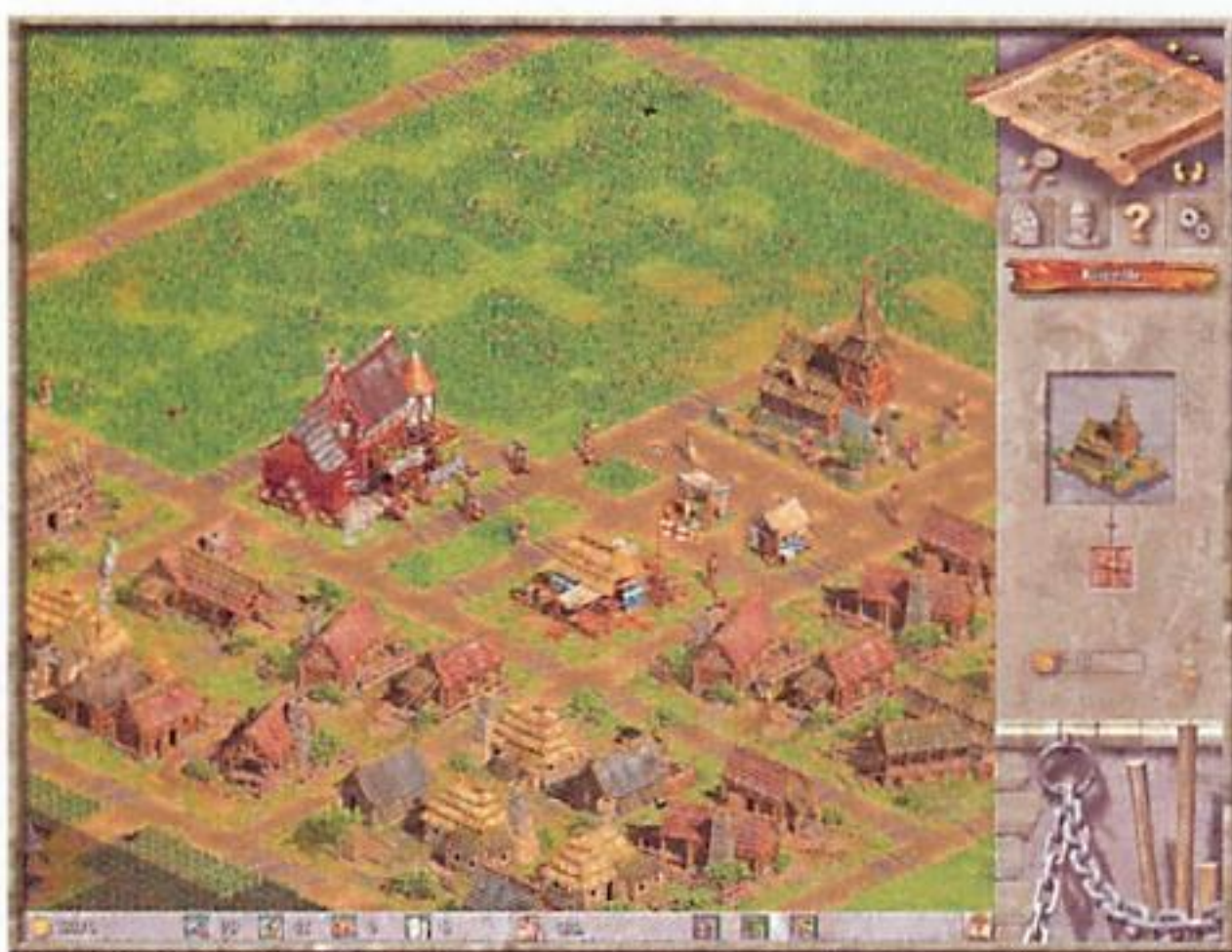
Danger

Before you begin the civilization jump, you should make sure that you have enough supplies of food, fabrics and alcohol in stock. Since the population almost doubles with this social change, you need some reserves as a buffer until you have set up additional (new) production chains at the settler level in order to adequately supply the increased population. If some of the goods supplies are already running low before the civilization change, you should invest in the corresponding production branches right away. You can then use the excess production as a buffer for the first time in the settler level.

Tip

It is also highly recommended to save your game before changing civilizations. When you jump to the Settlers level, things can quickly get out of hand, so you may be glad to be able to go back to an old save.

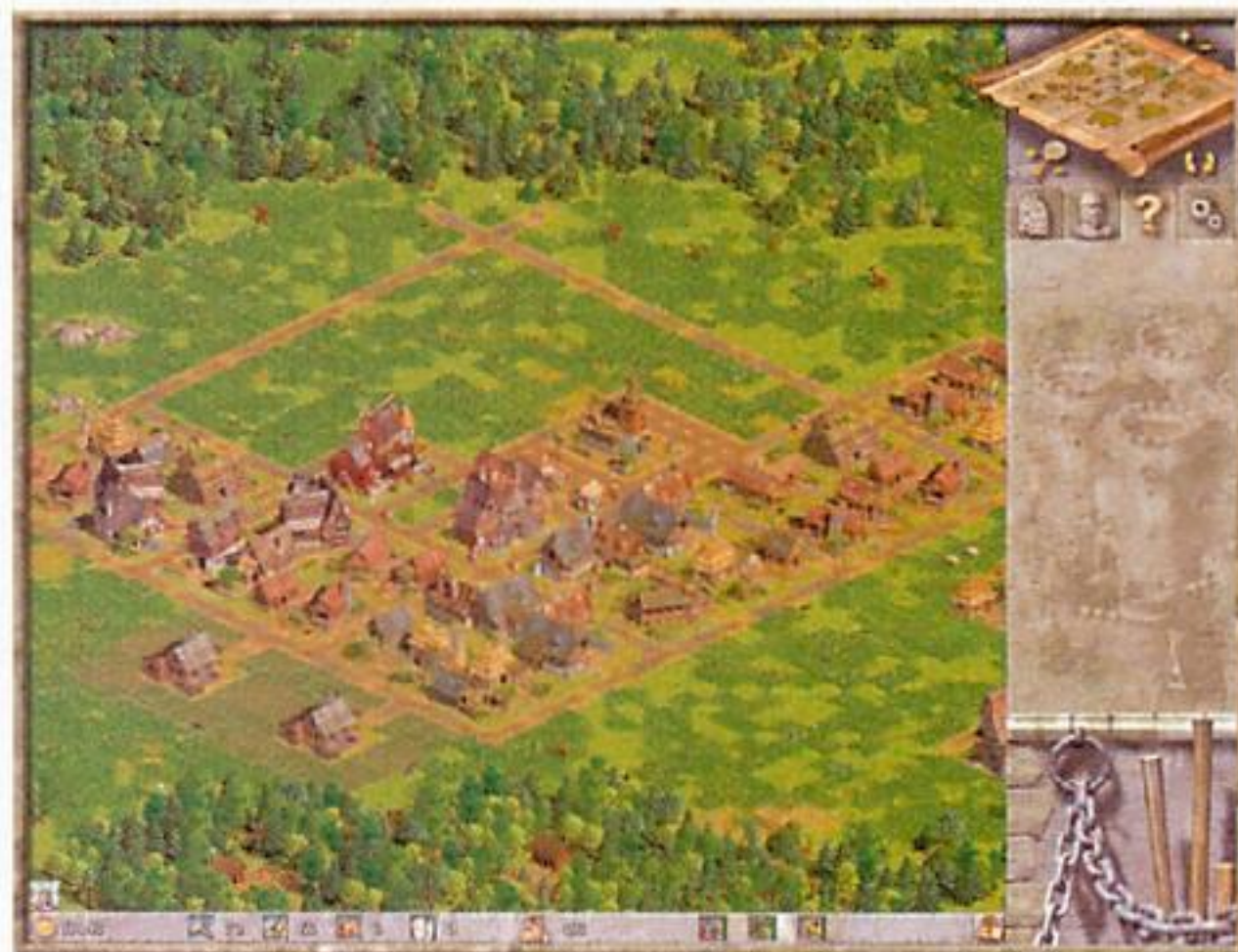
Finally, build the inn (80 inhabitants minimum). It works like a stall, but for alcohol. The running costs are much higher than for other stalls, at 20 gold pieces. Customers will then go to the inn and satisfy their needs. You can tell this because the inn's needs in the pioneers' list of needs are only filled if there is enough alcohol.



With the chapel and the inn you finally fulfill the final conditions for your pioneers to turn into settlers.

When all the conditions for the level change are finally met, it will not be long before your pioneers automatically develop into settlers. You will see how from this point on the pioneer houses automatically develop into

Settler dwellings, 'transform' when their inhabitants have fulfilled all their needs. For each dwelling, 4 tons of wood and 1 ton of tools are taken from the warehouse.



The first settler dwellings are being built in your city.

Danger

If you develop quickly from pioneers to settlers, your supply of tools and wood can run out quicker than you might like! However, you have a way to prevent all building materials from being used up during the advancement: you can block the issue of building materials for residential buildings in a main market building or in the office. Use this 'blocking option' if development is progressing too quickly and you need stocks for other purposes, e.g. for setting up new utilities.



Distribution of building materials permitted



No distribution of building materials

Overview: Production buildings for consumer goods (for the example with 24 pioneer houses)

Icon	Name	Icon	Goods
 	1 hunter + 1 tannery	 	Food + Leather
  	2 sheep farms + 1 weaving room		substances
 	2 small farms (potato farms)		alcohol



Example of a pioneer settlement with all necessary buildings immediately before the advancement to the next level of civilization.

NeoBandit スファル

The settler phase

Welcome to the settler phase! You have overcome the first civilizational hurdle and are now watching as more and more pioneer huts are transformed into settler houses. In the next few minutes you have a lot to do, because a lot of things need to be tackled now.

The controlled climb



As mentioned above, you should allow your rise to the settler phase to proceed in a controlled manner by blocking building materials. A sudden development, including a population explosion, would very quickly make supplies, especially of food and alcohol, a threat. If you make an uncontrolled transition, you would most likely run out of building materials very quickly, which is particularly embarrassing if you then lack them for production buildings, which in turn should provide urgently needed goods. The end result would then be that your settlers would sink back to the pioneer stage because some needs cannot be met. In this case, a large amount of expensive building materials, especially tools, would just be wasted. As the number of your settlers increases, new building or construction options gradually become available. The first time this happens is when the threshold of 50 settlers is exceeded: from then on you can build a whole series of new buildings, namely a school (see below). Therefore, pay attention to when you have reached the important limit of 50 settlers and then block the use of further building materials in the office or in a main market building. Instead, devote yourself to building new production facilities and public buildings.

Brick production per Quarry and stonemason



The building materials in the settler phase in Anno 1503 are wood, tools and bricks. You have already taken care of the supply of tools by purchasing them in the office. However, since there are now numerous new building options that require bricks as a building material, you should set up a corresponding production at the beginning of this phase in order to be prepared for the upcoming building projects. To do this, you need (just like in Anno 1602) a quarry, which must be located on the edge of a mountain, and a stonemason. The stone extracted from the mountain is processed there into bricks.



mine, quarry and stonemason when you have 50 or more settlers. First, build a quarry on the edge or slope of a mountain, which of course must be within the catchment area of one of your main market houses. Then place two stonemasons in the immediate vicinity, whose catchment areas must in turn include the newly built quarry so that they can use the quarry. You must of course also connect the stonemason buildings to your road network so that the bricks produced can also be carted to a warehouse (office or main market house). ? 3



With a quarry and 2 stonemasons, you can ensure that the third type of building material will soon fill your warehouses.

If this production chain is running, your warehouses will soon be filled with bricks. It is then advisable to temporarily shut down production to save operating costs. Only when you actually use up bricks and have free storage space again should you start production again.

School and research

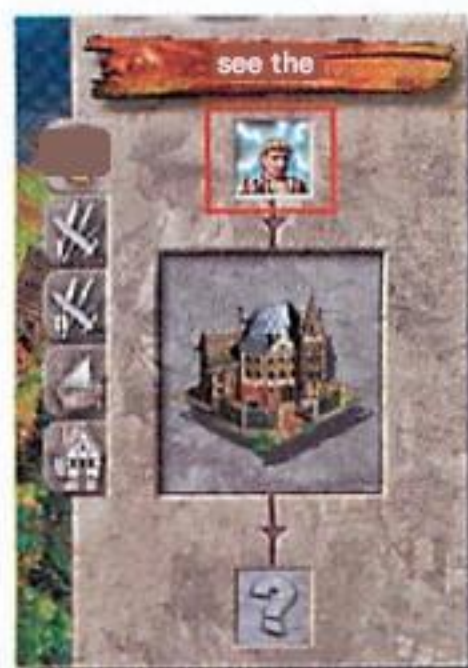


As soon as the first bricks are in the warehouse, you should build a school without hesitation. This will not only satisfy a need of your settlers, but will also begin the first important research. The concept of research is new compared to Anno 1602: Some important buildings, for example, can only be built when you have the corresponding technology and upgrades. The same applies to almost all military units. Place the school in your settlement at a central location. Place so that as many residential buildings as possible are within its sphere of influence.



By setting up a school, you are both satisfying a need and creating the conditions for your own research.

Research is essentially "bought" through the knowledge you produce at school. All advances and upgrades cost a certain amount of school knowledge points. You can



current level of knowledge by clicking on the school using the icon above. The storage capacity for the knowledge accumulated in a school (and later in a university) is limited at each civilization level - settlers, for example, can accumulate a maximum of 25 points. For you, this means that you can currently store a maximum of 25 units of knowledge or use it for research. This is why you cannot

research all technologies at the current civilization level, as some advances and upgrades simply cost more than 25 knowledge points.

Consumed amounts of knowledge are replenished, so that you can access the maximum amount again after a while.

This happens more quickly the more settlers live in your city and attend school. (You can find more information on this topic in the "Research" chapter.) ?



At school, the knowledge points (currently a maximum of 25) are accumulated quite quickly. You should use this immediately in this phase to carry out the first urgent research. To do this, click on the school again. In the menu on the left you will then see various research categories or registers. Your first interests are all limited to the area of civil research. Open this

Research category for the research tree. Within this research tree, the advances and upgrades that you can already research with your knowledge quota are displayed. You initiate the corresponding research by clicking on the following research items in this order:

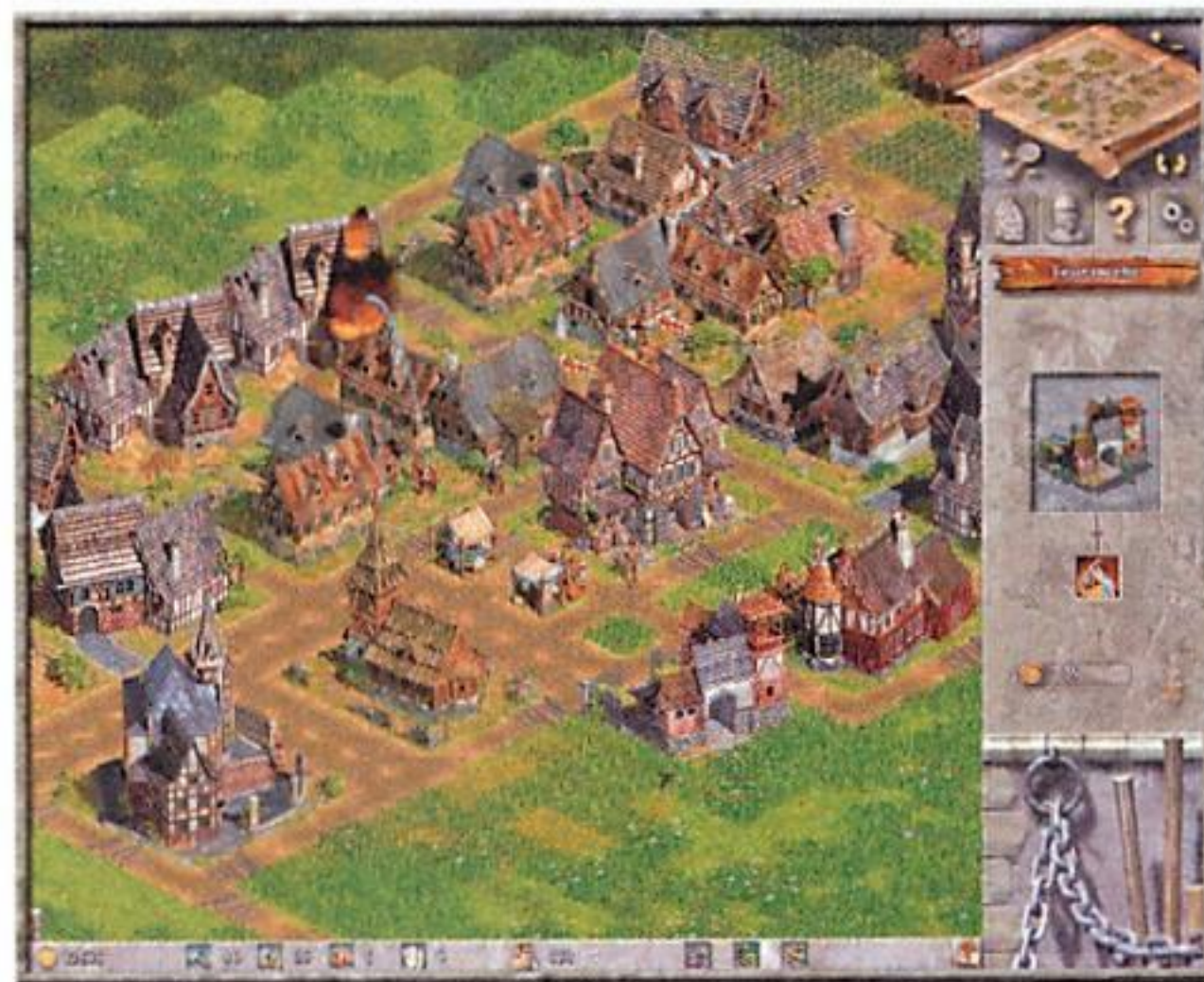
First, research the well (5 knowledge points). It will then be available as a building option and will increase the fertility of your plantations. You will need it very soon, especially for your outposts on dry steppe and prairie islands. In any case, the well is a prerequisite for the next research project.



Immediately afterwards, research the fire department (5 knowledge points). Most likely, your settlement will have been hit by fires at this point in the game. So far,



You can do nothing but tear down the burning building to prevent the fire from spreading. But now you can finally build the fire station (construction menu category, public buildings). Place it in the center of your settlement as soon as possible. You will then no longer have to deal with every alarm personally, but can leave the fire fighting to your firefighters.



With a fire department centrally located in the settlement, you no longer have to worry about house fires.

The third research object that you are already tackling should take is weaving (20 knowledge points). Weaving is essential in fabric production

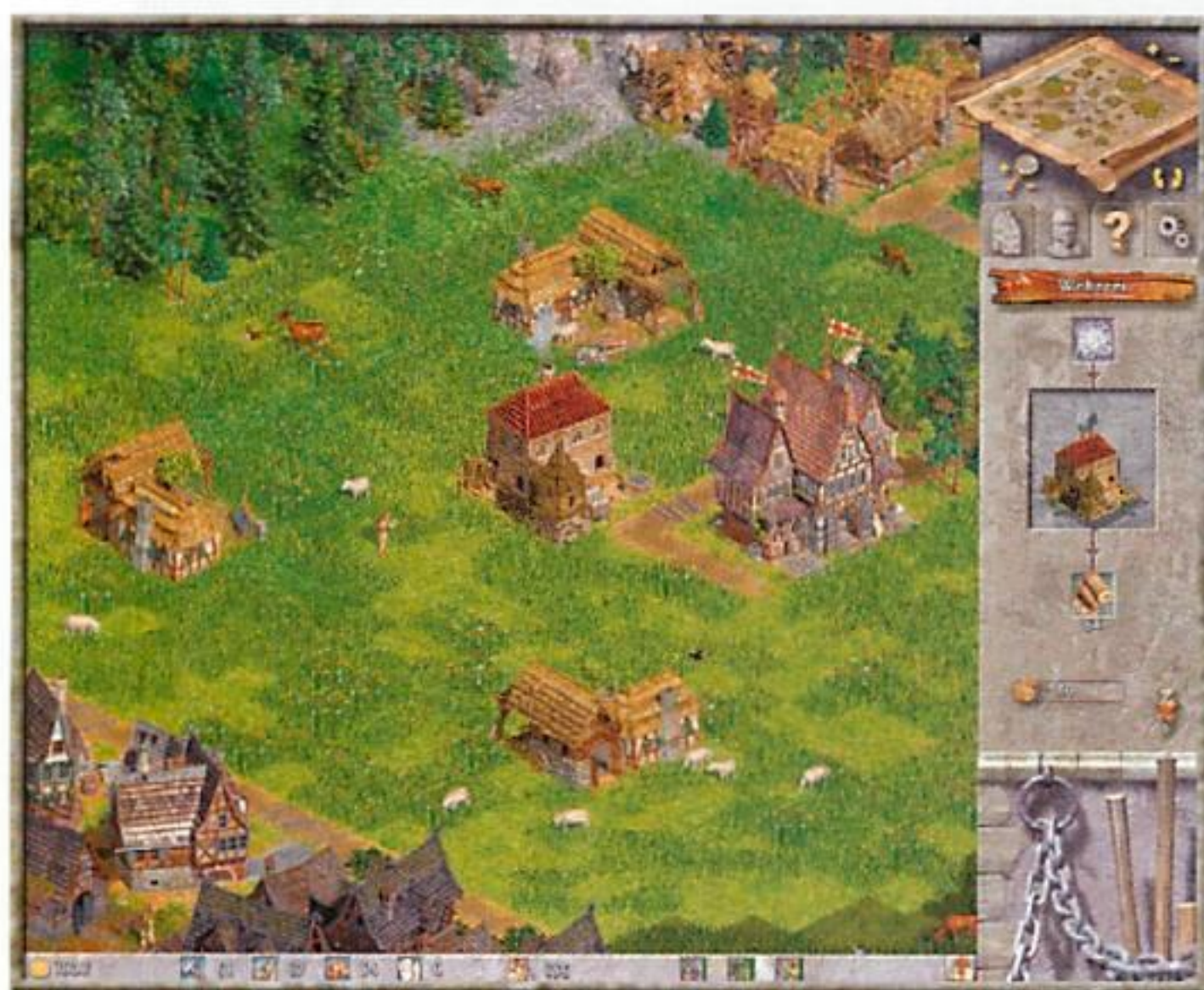


more effective than the weaving mill. It not only increases the output of fabrics, but also reduces the consumption of wool. A weaving mill can inexpensively supply up to 600 settlers or citizens with the material from three sheep farms!

The next step is, logically, to add a third sheep farm to the two existing farms. Then you tear down the old weaving room and replace it with a new weaving mill in the same place. This means that you have your sheep in the dry for the time being as far as fabrics are concerned.



On your sheep farms, as well as on all other farms and plantations, make sure that productivity is in the green zone (approx. 80 to 100%)! The sheep farms must all be placed as 'cleanly' as possible, so that their catchment area is pure meadowland, which should not overlap with the areas of other farms. Otherwise, serious bottlenecks can quickly arise on this production line.



With three sheep farms and a weaving mill, a shortage of fabrics is a thing of the past.

After these first three projects, you can gradually use the knowledge you have gained in school to research and make progress in other categories. What you should tackle is listed below.

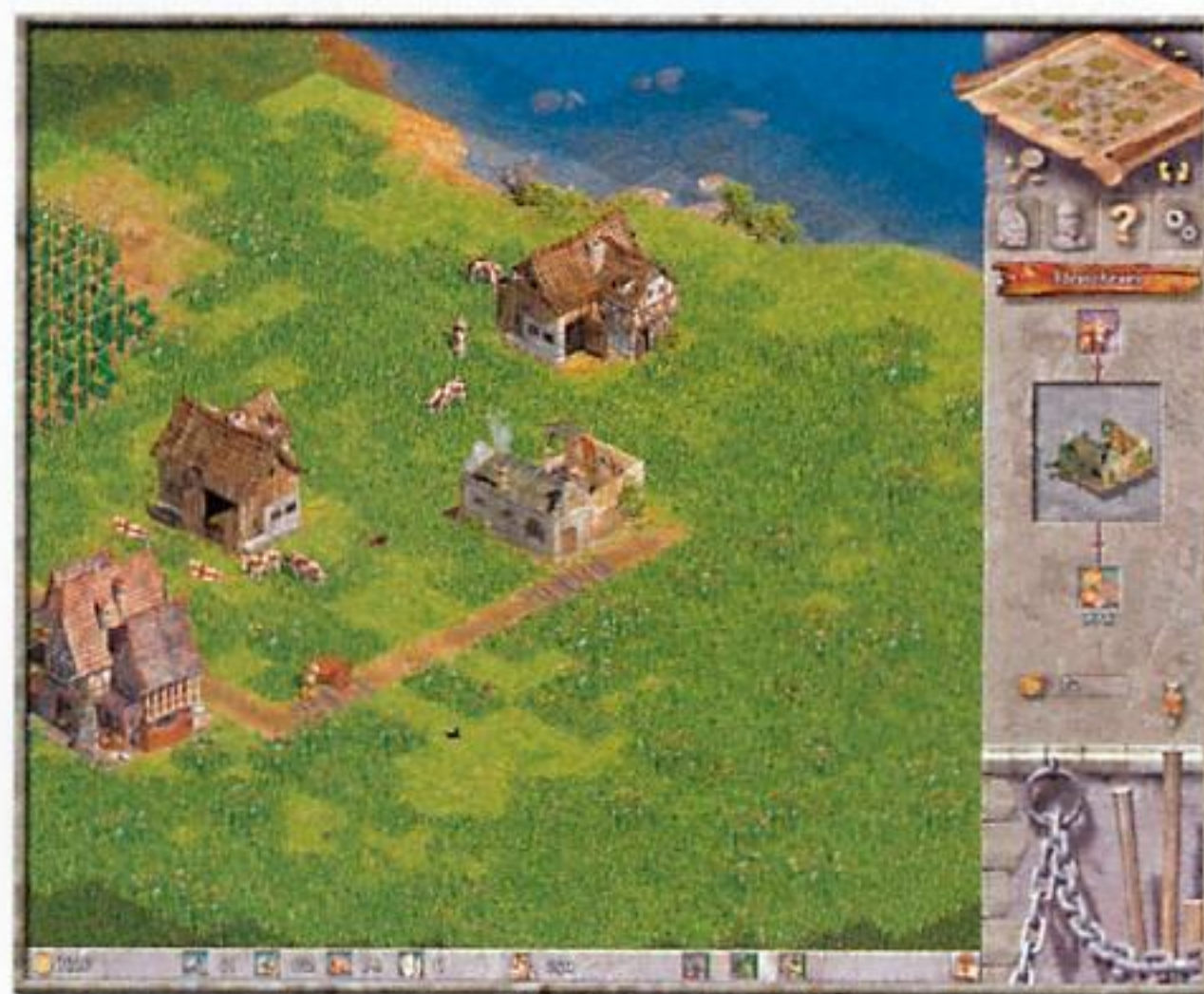
The expansion of production for consumer goods



In the next step, you make sure that you can adequately feed the numbers of future settlers.



To do this, build two cattle farms (Construction menu, Farms and Plantations) and a butcher's shop (Construction menu, Crafts'). These two building options are also available to you from the 50 settler mark. This food chain is quite expensive when you consider the construction costs. However, it is cheaper to maintain than other food sources such as fishing. Only the hunter or a hunting lodge is cheaper, but it also requires more space. The cattle farms do not need a road connection if they are in the butcher's catchment area.



With 2 cattle farms and 1 butcher shop, you create the conditions for a sufficient food supply for your growing population.

Keep an eye on your food supply to ensure that all houses are adequately supplied. If there is a general shortage of food, perhaps because your businesses are not working optimally or the location conditions are not optimal, expand production, for example by building another hunting lodge in a more favorable location. If the amount of food available is sufficient overall, but not all houses can be supplied 100%, then you should set up additional market stalls for food/salt in the starving regions.

Your next goal must be to expand alcohol production. With the existing potato farms, you cannot possibly supply a large number of settlers with this important commodity. As already mentioned,

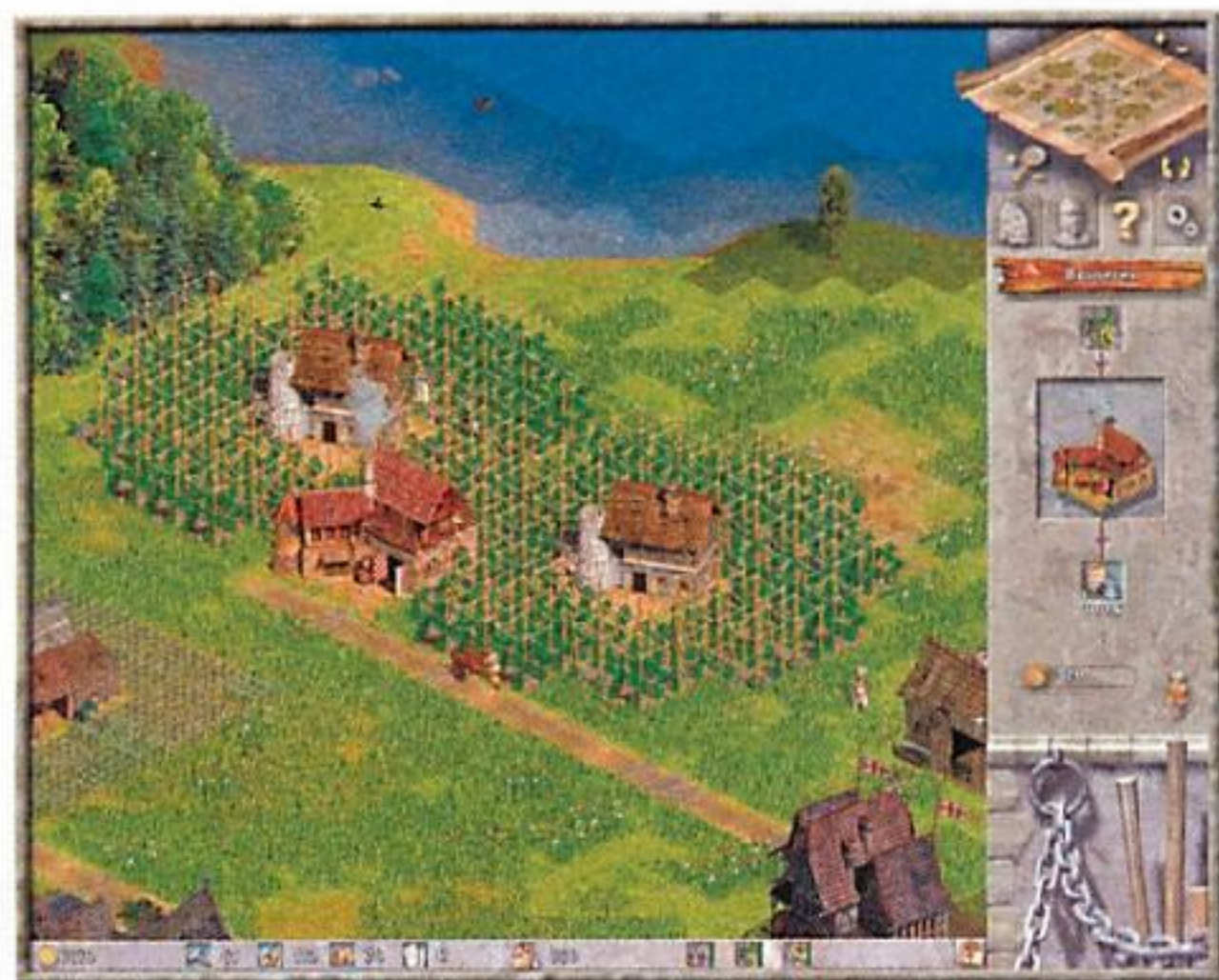


The approach to alcohol depends on which type of starting island you have chosen. If your location is of the North type with 100% hop fertility, you can entrust alcohol production to a hop-brewery combination. In all other cases, you will have to make do with additional potato farms, even if you are on a jungle island with 100% sugar cane fertility, because you can only distill rum from it in the Citizen phase. In these cases, it was already recommended above to calculate one potato farm for every 7 residential houses, which means that with 24 houses you will have 4 farms. If you expand your settlement (see below), there will be more accordingly. The following example assumes that the current island has 100% hop fertility and that alcohol production therefore works with a hop farm-brewery chain.



However, you will only have the building options for hop farms and breweries once you have 360 settlers. For this reason, you should now allow the removal of building materials again. So lift the corresponding block in the office or main market building. Then it's a matter of waiting.

As soon as the town has grown to 360 settlers, you should build two hop farms and a brewery as quickly as possible before your alcohol supplies run out and discontent spreads among the population. If you manage to ensure supplies with the new facilities quickly, then you will have peace of mind for the time being. You do not have to connect the hop farms to the road network, but they must be within the catchment area of the brewery so that the brewer can collect the hop harvest. Of course, he must have access to the road with his barrels.



On an island with 100% hop fertility, you can set up a productive alcohol production with 360 settlers.

purchasing goods and attracting more residents

After these measures, it is time to take care of your purchasing of goods and population growth.

First of all, you continue to buy tools to maintain your minimum stock of around 50 units. If you have not found any ore deposits on the island, you will also put iron on your shopping list. Buying iron is initially even more attractive than mining it yourself, as you can stop at any time if you run out of money and there are no ongoing costs. After building a forge, you can also make tools yourself later.



To ensure that the businesses and production facilities are better utilized and that more goods are sold to the people at the market inn, increase the number of your residential buildings to around 40 in this phase. Make sure you place the new 16 residential buildings so that they are in the catchment area of the public buildings (inn, school and chapel)! Otherwise, these pioneer houses cannot develop any further. After a certain

16 new buildings have blossomed into settler houses and you have a total of 600 settlers, you should be able to look back on a positive balance despite the many new production buildings.



Let your population grow to a total of 40 residential buildings.

establish ore, iron and tool production

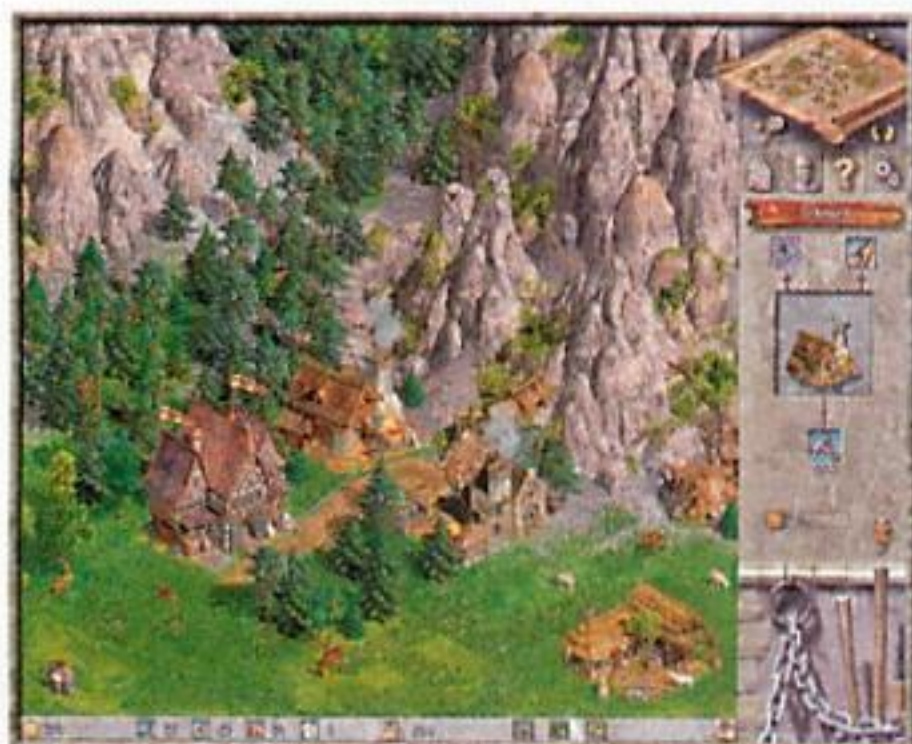
In the previous section, you were advised to continue purchasing tools for the time being (or to purchase iron instead and use it to produce tools).

In an endless game, at least in the initial phase, you will be regularly and sufficiently supplied with these goods by the free traders. There is therefore no need to worry about iron and tools yourself at first.

A city can only afford its own iron and tool production once it has reached a certain size. This is due to the high costs (105 gold pieces per minute in production, 50 when idle) caused by ore mining, ore smelting and tool forging.

If you have a very small town, it is often better to buy these goods from the street vendors in a controlled manner, even if they are a little more expensive. This gives you the freedom to stop buying for a while if there is an acute shortage of gold. The disadvantages of this external supply are the high prices, the sometimes low and uncertain supply, and the general dependence on the vendors.

With a thriving city with about 40 settler houses, your balance at this point in the game should actually be good enough to build an ore mine, an ore smelter and a forge now (or maybe a little later).



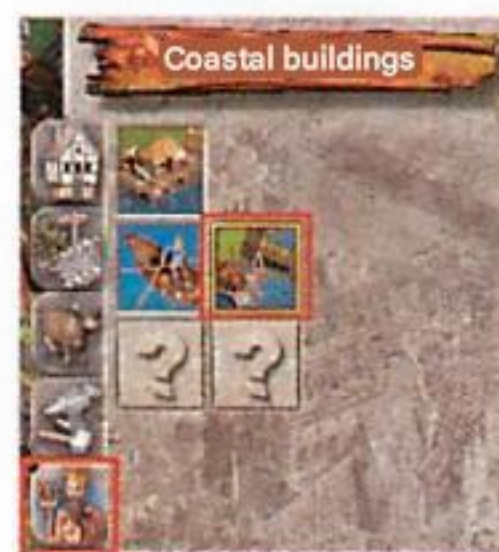
With such a production chain, you are initially independent in the supply of tools.

If possible, place these three buildings so that all three are located directly next to a main market building that can store excess ore or iron and provides supplies of wood for the smelter and the blacksmith.

However, if you feel that your balance sheet does not yet allow you to have your own ironworks, first expand your range of goods to include spices and tobacco products, as described later. The additional profits from such sales should improve your balance sheet to the point where you can start your own tool production at the latest. If you still can't manage then, wait until you are promoted to the citizen level. With a larger population, the iron industry is easier to finance.

The little shipyard

You can build a small shipyard with a population of just 25 settlers. If you give the order, it will build new ships from wood, fabrics and ropes, which can also be equipped with cannons if required. Repairs and subsequent changes to the armament are also possible in the shipyard (menu item, repair ship). Once the shipyard has been built, there are no ongoing operating costs, which is why you can start building such a facility with a clear conscience during this phase.



So build a small shipyard (construction menu category, coastal buildings) near a storage building so that you have easy access to the materials required for fleet construction (wood, fabrics, ropes).

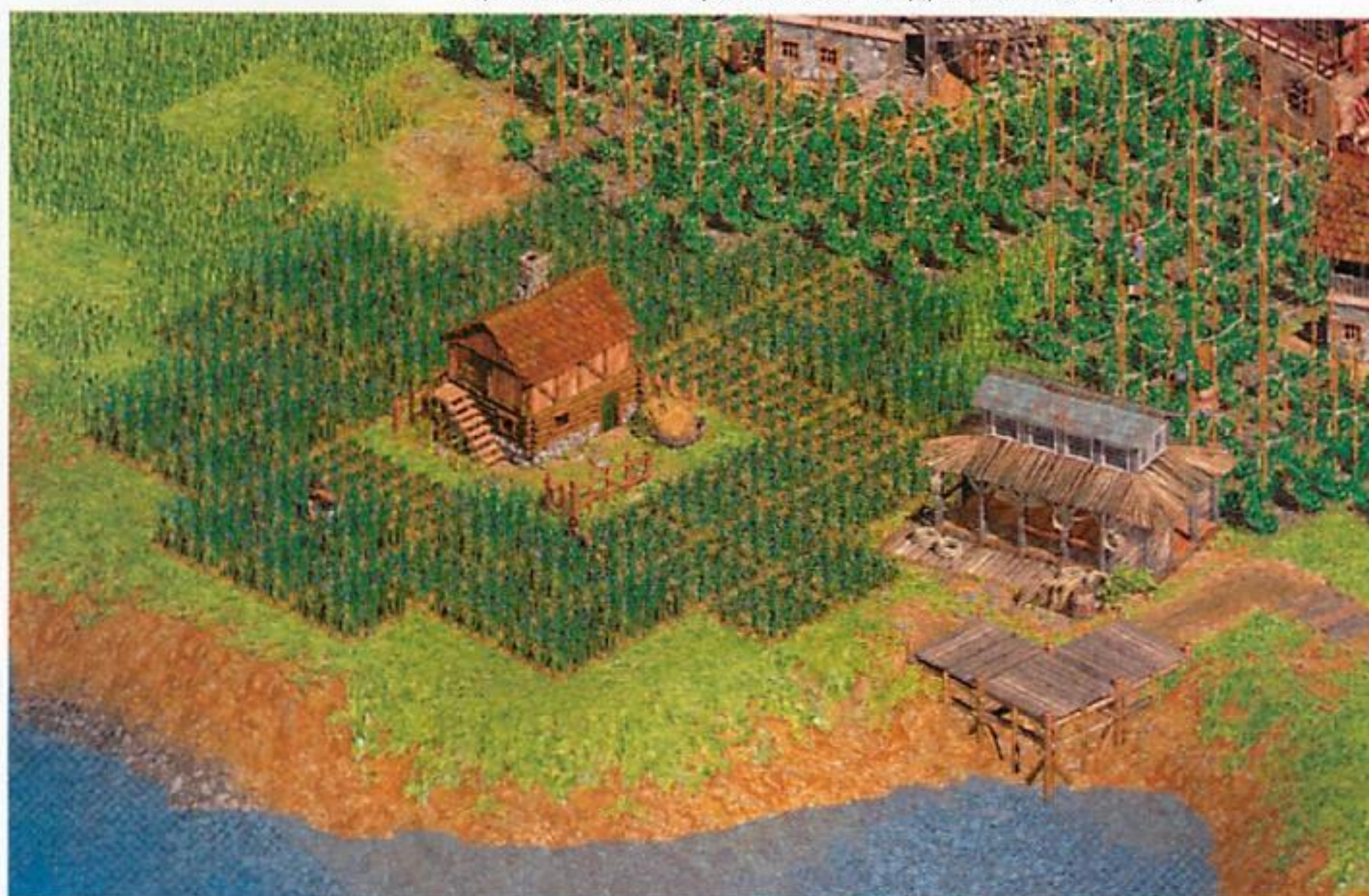
Because you now also need ropes and cables, you still have to set up a corresponding production chain, which consists of a



hemp plantation and a rope factory (construction menu category, craft businesses). The hemp plantation does not require a road connection, but must be located in the catchment area of the rope factory. Then the rope maker collects the raw material from the plantation itself. With this equipment, enough materials for

shipbuilding will soon be collected in the warehouse. In the future, you will be able to repair damaged freighters in the shipyard and launch new ships if necessary.

The production chain for ropes consists of a hemp plantation and a rope factory.





With a shipyard and a production chain for ropes (hemp plantation plus rope factory), you are now able to take action regarding ship production and repair.

You may not necessarily need new ships at this stage. Since each one costs upkeep (small ships 10, medium ships 15 and large ships 25 gold pieces per minute), you should really only expand your armada if you can afford the fleet.

Nevertheless, shipyards and shipbuilding materials are absolutely important, as you can expect increased pirate attacks from the 'Settler' level onwards. Damaged vehicles must be repaired and any total losses must be replaced as quickly as possible.

In this phase, if you encounter pirates or possibly aggressive computer opponents, you should flee immediately!

Notice

When you start repairing your ship or building a new one, you might find that you don't have enough fabric in stock. Your only production chain just about covers the needs of the 600 settlers, so there's nothing left for the shipyard. The solution, of course, is to set up another three sheep farms and a weaving mill so that you have enough canvas.

Arming ships with ship cannons

In this phase of the game, it is also not a bad idea to upgrade



your ships (i.e. the existing ship and any newly built ones) with cannons in order to defend yourself against pirate attacks in passive mode. To do this, you must first research the 'ship cannons' technology at school (research category, marine techniques).

After successful research, the option for a rifle will open up in the construction menu category 'Military Buildings'.



maker. Place it near your ore smelters and a main market building, as the new industry works with iron and wood. The ship cannons are picked up, deposited in a warehouse and finally appear in the shipyard as additional ship building material. Now a (war) ship anchored in front of the shipyard can be armed and disarmed at any time via the repair menu.

Notice

Unlike its counterpart in Anno 1602, the small merchant ship cannot carry cannons and therefore cannot be armed.

Danger

Think carefully about the armament of your warships in this early phase! Your computer opponents will notice immediately whether your ships are equipped with cannons or not. If one of your gunboats penetrates into the territory of a competitor, a declaration of war will most likely follow. Merchant ships, on the other hand, can be equipped with cannons without the computer opponent noticing.

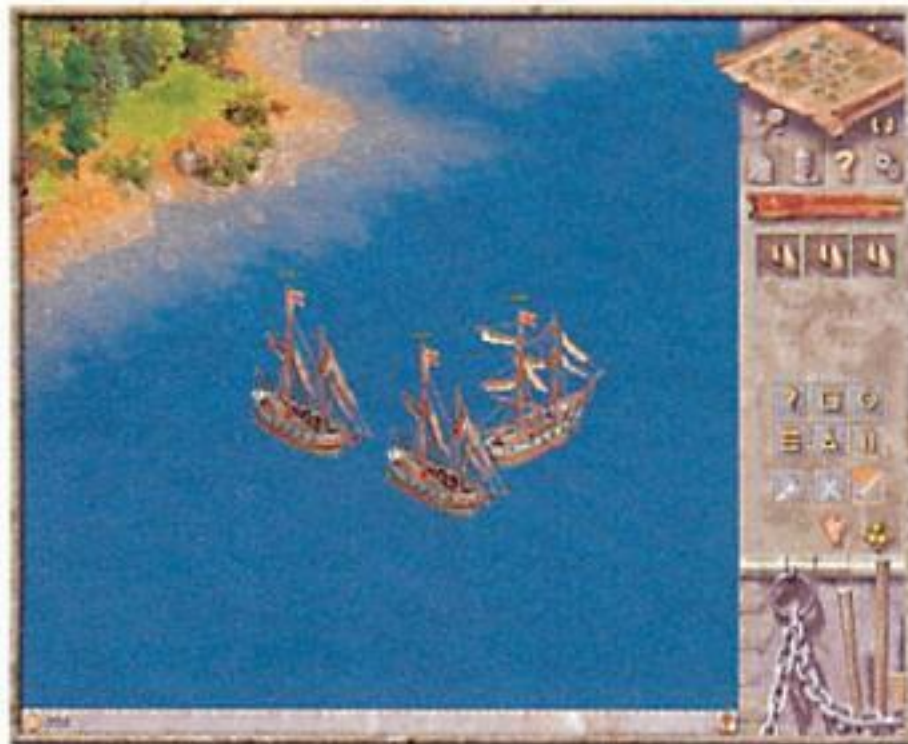


If you decide to use armed ships, you should build at least two or three 'small warships' at once and only send them out in formation. A single ship is hopelessly inferior to most opponents and can be sunk faster than you can blink. Use the 'passive' combat setting for your fleet. This will prevent your ships from pursuing pirates into foreign ports of their own accord, for example. You can only see these combat settings if you select or mark at least two ships at the same time.

Excursus: Encounter with a Pirate



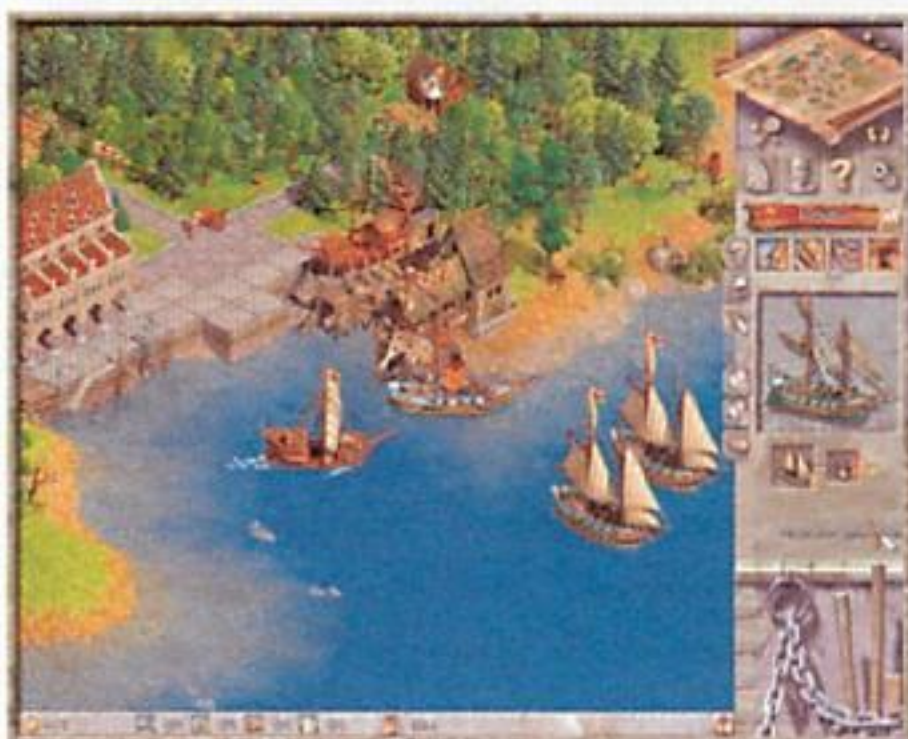
Don't always trust the white flag...



...better get help!



Attack the pirate with combined forces...



...and repair your fleet in the shipyard after the battle.

The needs of your settlers

So far, you have only taken care of the needs of your settlers that they already know from the pioneer stage: food, alcohol and fabrics. At this point, you have the opportunity to



to take a closer look at the new needs of your settlers. To do this, click on one of the settler houses so that you can get to know the needs of this civilization level better. You will find that the settlers have a need for 6 different goods and 4 public buildings:

- 👑 Food continues to be the highest priority. You cannot afford to undersupply your settlers, either, without the residents of your city renouncing their allegiance to you!
- 👑 At least two types of goods from the series leather, fabrics, salt and tobacco products must be available in sufficient quantities for your settlers to be satisfied overall. However, to advance to the citizen level, three of the four required goods are required.
- 👑 In the case of tobacco products and spices, one product is sufficient for further advancement of civilization.
- 👑 The inn (or the alcohol served there) and the chapel were already a prerequisite for moving up to the next level in the pioneer level. Of course, both are now also essential in the settler level.
- 👑 School is a must for research reasons alone (see above). It is also a prerequisite for the citizenship stage.
- 👑 Finally, the church serves solely to advance to the next level of civilization. You should therefore only fulfill this building requirement later.

Expansion: Settle new islands for tobacco and spices


Next, you should take care of the new commodities for your settlers: tobacco and spices. This inevitably means that you have to settle new islands (if, as recommended, you have built your base in the 'North' or 'Jungle' climate zone). The ship and scout should have explored the surrounding islands for the raw materials you are looking for. Tobacco only grows in the 'Prairie' climate zone, which is predominant in the middle of the archipelago; spices, on the other hand, can only be found on islands in the 'Steppe' climate zone, which are usually a little further south. Choose an island with as much fertility as possible. When making your decision, also pay attention to the distance from the starting base, the area to be developed and possible other resources (e.g. gold, gemstones, cotton, wine).

Once you have made your choice, bring the scout and enough building materials onto your ship and set sail. Soon you will have a total of 2 offices, 4 plantations, 1 craft business and possibly also wells from the ground have to be stamped out. For this you need a not insignificant

considerable amount of building materials. Load 50 tons of tools, 50 tons of wood and 50 tons of bricks directly so that you can carry out the projects.

Notice

Make sure that your positive balance does not turn into a negative one because of the new plantations. Only plant as many things at once as your account allows. As soon as the new facilities are working effectively and the goods are regularly arriving on the market in your city by ship, your balance will improve and you can open more plantations.

First, head for your planned spice island (climate zone,  steppe). Build an office and two spice plantations near the office. You must connect them to the office with a dirt road so that the harvested spices can be transported.

When placing your spice plantations, be sure to pay attention to the fertility indicator, which appears in the form of a bar above the plantation. If the indicator is red, the location in question is not particularly suitable for the growth of spice plants and you will have to deal with numerous withered fields. The harvest will then be accordingly poor.



If you cannot find an ideal location and have to place your farms on less fertile land, you can help by building a well on or near the site. This will convert a certain percentage of the dry land into fertile fields and increase the output of the



On an island in the climate zone Steppe, you start your spice production with 2 spice plantations.

Then you head for the prairie island with 100% fertility for tobacco, where you want to set up your tobacco industry. Here, too,



you naturally first build an office on the shore. The production of tobacco or tobacco products is somewhat more difficult than growing spices. An optimized production chain here consists of two tobacco plantations and a tobacco processor. In your current situation (600 settlers), you need about 1.5 such production chains to fully cover demand.



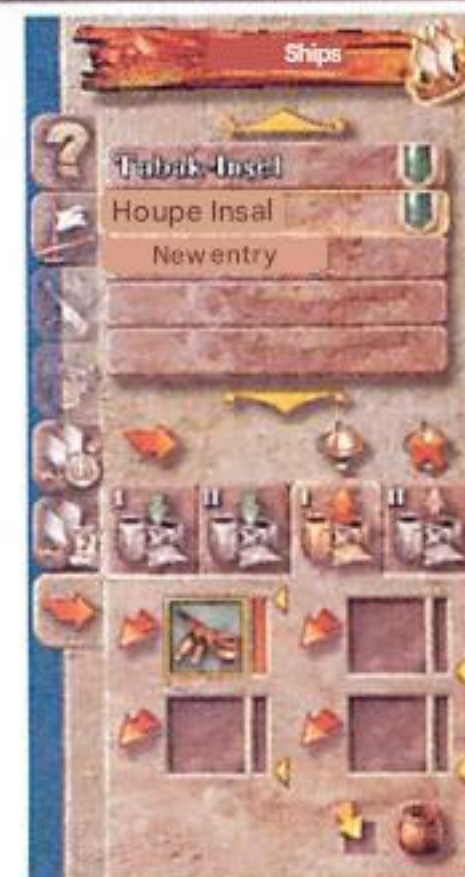
First of all, set up a production chain for tobacco: 2 tobacco plantations and 1 tobacco processing plant. A little later, when the rise to the civilisation level 'citizen' becomes apparent, add another such chain. The

Incidentally, tobacco plantations do not need a road connection. However, they must both be within the catchment area of the tobacco processor so that he can collect the leaves himself. A dirt road must lead from the processing itself to the office. The rule also applies to the location of these plantations: as high a fertility as possible! If necessary, dig wells on site if too many fields are dry and infertile.



You start tobacco production on an island in the prairie climate zone with initially 2 tobacco plantations and 1 tobacco processor.

In order to sell spices and tobacco at home, you must of course first transport these goods to your main island. To do this, use an automatic trade route (see the chapter Planning Auto Routes). If your new spice island and the new tobacco island do not fit into



are far apart, you can manage this automated transport with a single ship. This means that you do not have to have it built in the shipyard first; the first ship you arrived with is perfectly sufficient. —



For distribution, you also need a corresponding market or sales stand on your main island to sell your imports. Therefore, set up a tobacco and spice stand in the middle of the settlement if possible.

Further research

By selling tobacco and spices, your balance will noticeably improve in the next few minutes. You can invest the profit in



additional research. So click on the school and devote yourself to the research categories again.

In principle, it makes sense to research all available or feasible military technologies, i.e. those options that are within the range of your respective knowledge quota (currently a maximum of 25 points) and that you can afford financially. In contrast to open armament or the training of soldiers, the mere research of military technologies and upgrades does not result in any visible reactions from the computer opponents.

Important research technologies in this phase are:

the ship cannons (if you have not already researched them; see the section on the gunsmith), new ship types (medium merchant ship), the catapult and the flaming arrows. Only when you have this knowledge can your units destroy buildings and even affect the opponents. press.

Nevertheless, the following still applies: Do not start any armament or military actions in this phase (unless your development is seriously hindered)! Military conflicts are still extremely expensive: In addition to a fortress for training soldiers, you also need numerous raw materials and a flourishing weapons and armament production. All of these facilities incur high costs on a permanent basis, just like a standing army and a navy. You must therefore be in good financial health before you engage in combat with a computer opponent.



Achieving the advancement to the citizen civilization level

Slowly but surely you can begin the transition to the citizen phase. To do this, you only need to fulfill one of the settlers' needs that is required for advancement to citizenship: the church.

Notice

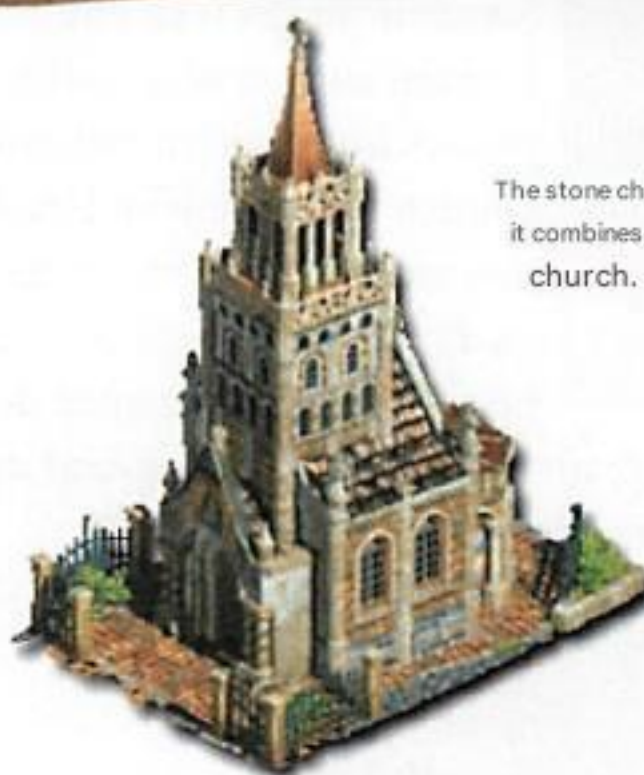
As with the previous ascent, save the game for your own safety. If anything goes wrong during the progression, you will have a safe place to return to.

Notice

Compared to 1602, the interaction between chapel and church (as well as between school and university) has changed somewhat. After building a church, all chapels on the island are now automatically upgraded to stone chapels. The special thing about it: The stone chapel combines the functionality of a chapel and a church, and all residents who live in its catchment area can satisfy their need for a chapel and a church there! This means that you no longer have to place the church centrally in your city, but can place it practically wherever you like!

From then on, start on

On this island, all future chapels will be built as stone chapels (and thus with the functionality of a church), saving you money and space. Only when you demolish the church again will all stone chapels turn back into normal chapels and lose their church bonus.



The stone chapel is created by building a church; it combines the functionality of a chapel and a church.

As a result, your settlers will slowly but surely develop into citizens. Each house will use 2 tons of wood, 2 tons of tools and 4 tons of bricks. For 40 houses, this adds up to a total of 80 tons of wood, 80 tons of tools and 160 tons of bricks. Your production must be able to keep up! The population will grow by

15 to 28 residents. This gives a total of 1,120 citizens for the current tutorial.



This time, too, the rise to the next level should be controlled. With rapidly increasing population numbers, you

will naturally need more food, alcohol, materials, etc., and a population explosion can easily drive you to ruin. So, as before, regulate the transition by carefully blocking building materials and, in the 'jump phase', be sure to increase the number of your demand-oriented businesses (see the next section), otherwise you will run into difficulties! Don't forget to set up the second production chain for tobacco (see above).








Overview: Production buildings for consumer goods (for the example with 40 settler houses)

The following table summarizes all the production facilities for consumer goods that have been described so far in the endless game. The quantity is usually sufficient to

To provide a stable supply for 600 settlers (40 houses). However, it has already been mentioned several times that you may need to increase production of one or another commodity (e.g. food or fabrics). This depends on the utilization or effectiveness of your businesses and the fertility of your farms.

Icon	Name	Icon goods
	1 hunter + 1 tannery	Food + Leather
	2 cattle farms + 1 butcher shop	food
	3 sheep farms + 1 weaving mill	substances



Icon	Name	Icon	Goods
	2 small farms		alcohol
	2 hop farms + 1 brewery		alcohol
	2 spice plantations		Spices
	4 tobacco plantations + 2 tobacco processors (overproduction)		Tobacco products

Pay attention to your food supply during the ascent phase

Experience has shown that the population sometimes grows quite quickly at the beginning of the citizen phase. Therefore, you should increase food production as a precaution before changing the civilization level, especially if your supplies are limited. So set up another food production chain in the form of 2 cattle farms and 1 butchery. Normally, you can get by quite well at the beginning with the hunter and the existing production chain (2 cattle farms, 1 butchery), but only if the hunter has a really good hunting area and you have a sufficient food reserve of around 30 to 40 tons. If in doubt, you should boost production as described.



Settlers: Tobacco Island



The citizen phase

As mentioned, upgrading settler houses to citizen houses costs you a lot of building materials. If you are not careful, your supply of wood, bricks and tools will be used up very quickly. As usual, stop issuing building materials at regular intervals (e.g. from the 200 citizen mark) so that a stock reserve can build up for other projects. You will urgently need these stocks if you need to increase your production of essential goods in all areas.

But you have to be clever here: when supplies allow it, release some material for the settlers every now and then so that they can develop more and more into citizens. This will eventually give you a few more residents who will make money in your cash register by buying the necessary goods.

The country needs more residential buildings

After all settlers have advanced and the supply situation has stabilized, it is advisable to continue to increase the number of residential buildings (and thus consumers). In this tutorial game, another 8 residential buildings are added to the old town center, bringing the total to 48. It should be noted again: the layout in the form of twelve blocks of four around the center with the public buildings (see illustration below) is only one of many possible architectures; it was chosen mainly for clarity. You can just as easily build triangular, round or polygonal cities with and without streets as long as your residents are happy with them. The number 48 has another advantage with regard to the next level: at this level, the population already has the prerequisites for all new buildings after being promoted to merchants.

When all 48 residential buildings have become participatory households, your city will have a total of 1,344 residents. You can now sell tons of consumer goods to this impressive number of consumers and do good business, provided you are able to produce these enormous quantities of goods.

Move production out of the city



However, more citizens also mean more costs. From 200 citizens onwards, the main market houses and offices on your main island are upgraded (graphically) and therefore become really expensive. You won't be able to see this change directly anywhere, but you will soon notice that the operating costs for your main market

houses are now 30 gold pieces and for your offices 35 gold pieces per building and minute. However, this only applies to the main island and not to the production islands (i.e. the islands without residents). The aim is therefore to build as few main market houses as possible on the main island (i.e. where the residents are located) and thus save expenses in the form of running costs. In the citizen phase, you should therefore increasingly outsource various branches of business. Instead of expanding your catchment area on the main island with new main market houses, set up new production facilities on other islands and organize the large-scale transport of the goods produced there to your home. This is especially true for plantation and farm production, which requires a lot of space. It may even make sense to tear down entire production branches on the main island and set them up somewhere else, e.g. the hops-brewery chain or the sheep farm-weaving line. (You will find specific information about this below.)

Increasing existing consumer goods production

As mentioned above, after the first development spurts and as the population increases, you will need to increase production in some segments of your product range in order to keep people happy. Which sectors you develop first depends primarily on the current inventory.

Therefore, check your stocks regularly on the main



A total of 48 residential buildings can be accommodated in a ring of 12 blocks around the centre.

island and invest first in the products that you currently have the least of in stock and that are most urgently needed.



If you haven't built a second ship by this point, you should do so now. After all, you will have to transport a lot of building materials to the production islands if you want to expand your production of essential goods there. The islands are fully occupied with the transport of tobacco and spices. You will also have to settle new islands and set up new transport routes, so you will have no choice but to produce more ships during the citizen phase. Since the medium trading ship costs less for the same maintenance, you will have to research the trading ship.

offers more advantages than a large merchant ship, you should appropriate resources in school already now the bulk. This research will give you the largest loading capacity and. At the same time, the construction of a large shipyard is also possible. And the Otherwise, you will only have access to it in the next higher civilization level. level, merchants are available. The large merchant ship has travel speed of all ships in Anno 1503.



Whether or not you arm your new ships with cannons depends on the current game situation: on the activity and aggressiveness of the pirates and the computer opponents. In this phase, however, you must always expect your trade routes to be attacked, especially in endless games with very

aggressive pirates. For the time being, it is best to refrain from arming your merchant marine so that it does not become unnecessarily involved in battles. Even with cannons, the small and medium-sized merchant ships are inferior to the mostly larger pirate cruisers. It is better to let your freighters flee and regularly repair the damaged ships in the small shipyard. You can also try to locate the pirate nest on the map (if there is one) and pay the pirates protection money, provided your account balance allows it. Building an armed warship escort, on the other hand, is not worthwhile in this phase; maintaining it is far too expensive. In the long term, think about building a war fleet with which you can then hunt down the pirates.

So for now, concentrate on expanding your production of essential goods. You will most likely have to increase capacity in the following order and to the extent stated:

Notice

Further back in the book you will find a table for the production of essential goods. It shows you the required number of production chains for all civilization levels in a compact and clear manner. You can also look up the following data there.

Notice

The quantities refer to a city with about 48 townhouses. Depending on whether you have built more or fewer houses, you should adjust the number of your utilities accordingly.

Spices: Increase production on your spice island to at least four spice plantations. To do this, you may want to expand your area of influence there with another main market house, especially if you cannot find any new locations within your current range that are sufficiently fertile. Four plantations should provide your citizens with sufficient supplies. However, pay a little attention to how much is consumed and demanded. If you are having poor harvests from barren fields and the output is correspondingly low, you may want to add a fifth spice plantation. You may also want to place wells near your plantations. You can now research the Deep Well (see below), which you can use to make even more barren fields fertile. It is therefore definitely worth it if you complete this research project early on.



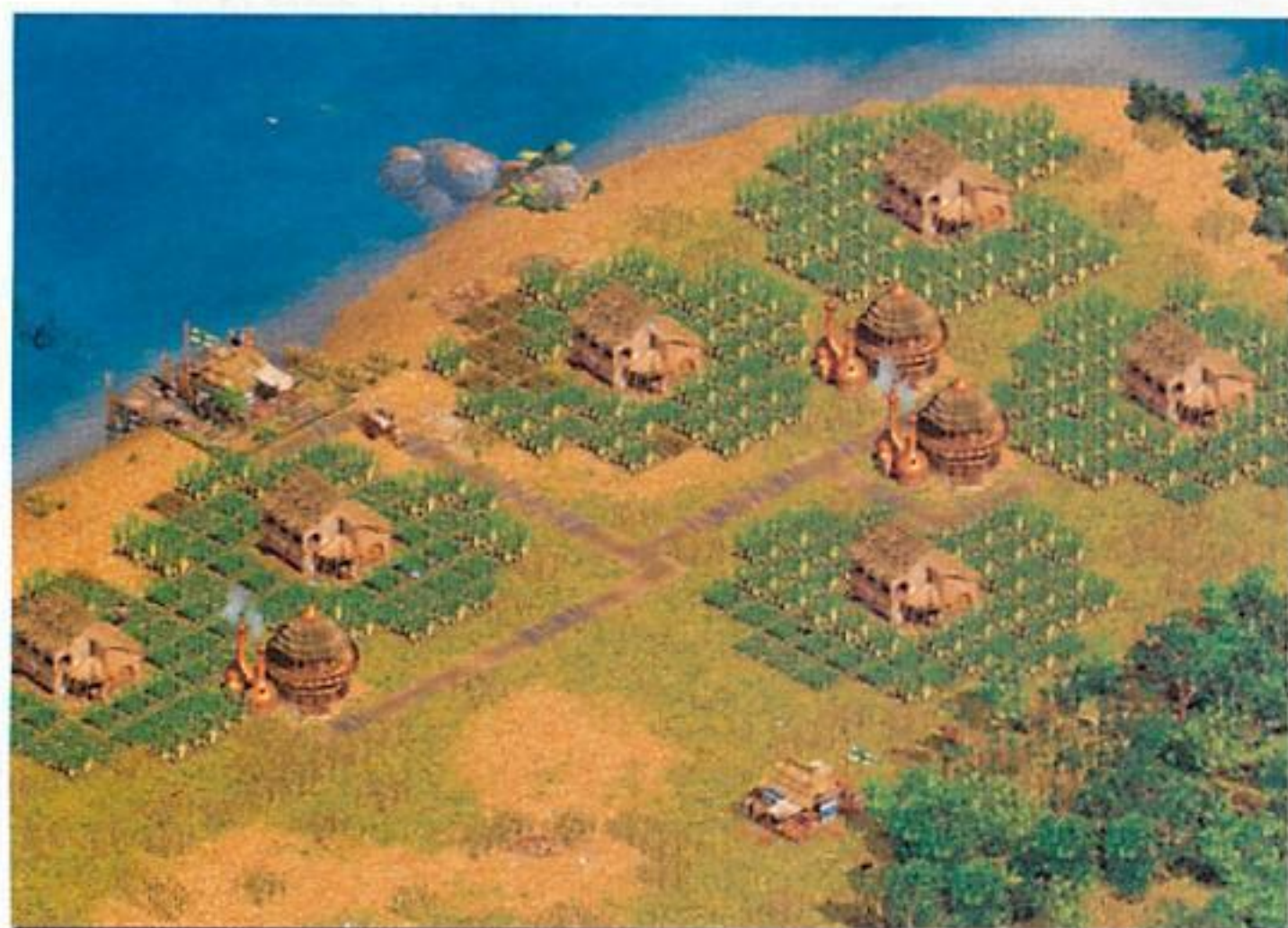
With 4 or 5 spice plantations you can prepare for the citizen phase.

Alcohol: The tutorial city needs a total of four effective



alcohol productions in the citizen phase. The motto in this area is innovation. In addition to the tried and tested production chain of hop farms and breweries, you now have the option of distilling rum from sugar cane, which is absolutely equivalent in terms of production costs and productivity, once you have 200 citizens. Sugar cane only grows on jungle islands. In the next few minutes, developing the jungle climate zone will also be very beneficial for the production of silk fabrics and possibly for the cultivation of cotton. The decisive criteria for selecting the island are high fertility for sugar cane, silk, indigo and cotton. Since the market buildings on a secondary island are much cheaper than on your main island, it is worth outsourcing part of the alcohol production in the form of sugar cane plantations and rum distilleries to a suitable jungle island. The ratio of plantations to processing plants is 2:1.

In any case, you should separate yourself from the unproductive and expensive potato farms during this phase - but only when the other four alcohol production chains are working effectively and delivering reliably!



On a jungle island you produce additional alcohol with 6 sugar cane plantations and 3 rum distilleries.

Food: Next, you need to improve the food situation. With a population of 200 or more citizens, you can set up the extremely



effective grain/flour/food production chain, which consists of 4 grain farms, 2 mills and 1 bakery. Only the bakery needs a road connection; however, the grain farms must be in the catchment area of the mills and these in turn in the area of the bakery so that the supply runs smoothly. This, together with your hunter and the two existing production chains (2 cattle farms/1 butcher's shop), will be enough to keep your citizens fed for the time being.

In the course of the recommended outsourcing of production to other islands (see above), you should consider



4 grain farms and 2 mills supply the bakery and ensure very productive food production.

defarm, build the mills and the bakery on another island. This production chain also needs space, and you would probably have no choice but to build another expensive main market building in order to gain the necessary building space with its catchment area. Grain grows in all climate zones (except on the polar islands).

Materials: You must also increase the material production for the desired number of citizens. To adequately supply all 1,344 citizens, you need the output of at least



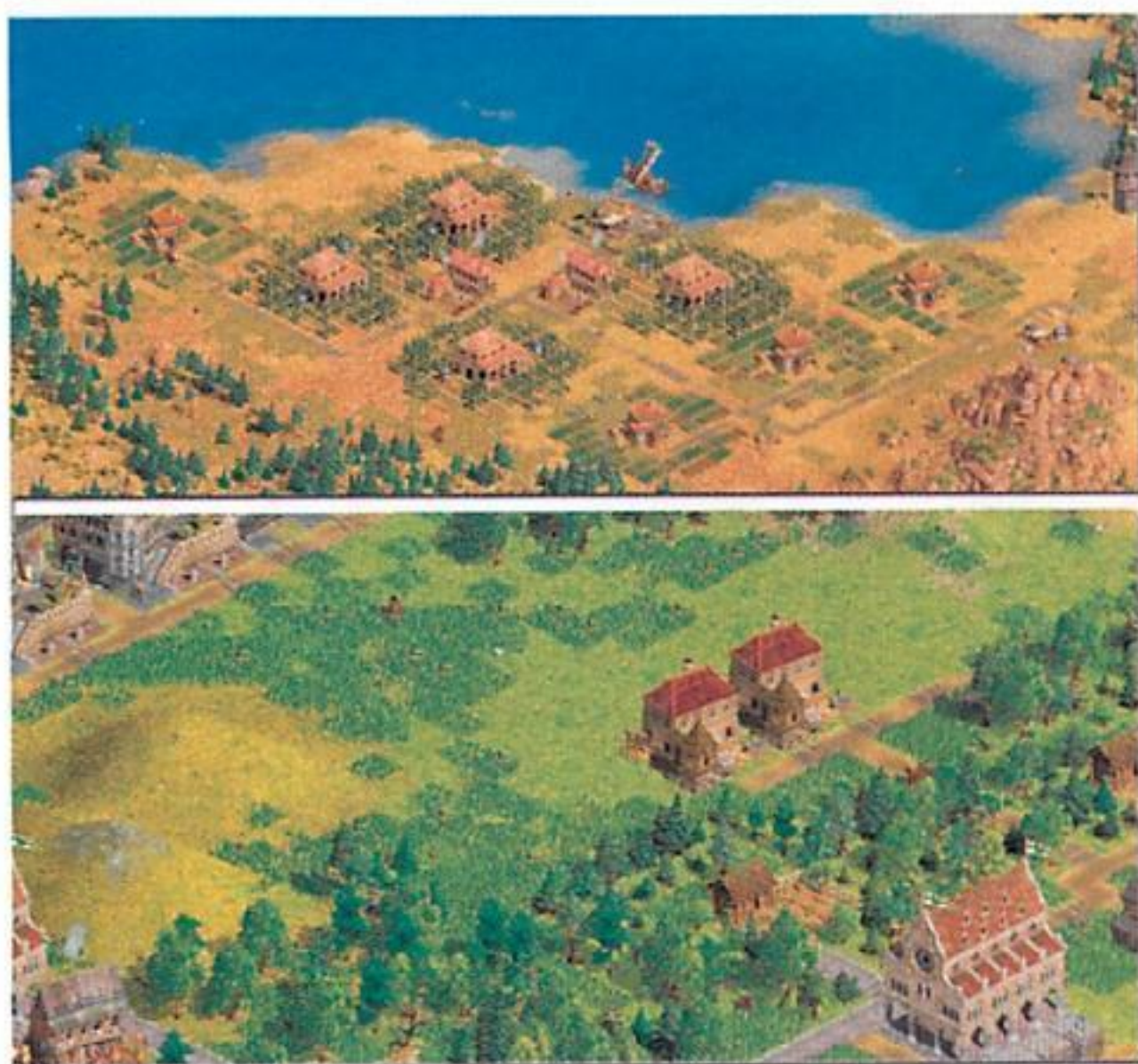
at least 3 weaving mills. Whether these then process the yield from 3 sheep farms or 2 cotton plantations each is ultimately up to you. In concrete terms, the following alternatives are available: If you expand sheep farming, you should bear in mind that these farms take up a lot of building land. Therefore, it is better not to locate them on the main island, but - in the spirit of outsourcing - on other islands where there is sufficient fertile pastureland. You may want to add the weaving mills to them. However, if you have settled on a jungle island as recommended, you can set up cotton plantations there (two per weaving mill). The same thing naturally works on a prairie island that offers cotton. When choosing a location, focus on the highest fertility and the fertile building site. In any case, you can place the weaving mills on the same island and only ship the finished goods to your city. If not, then just set up the raw material transport and build two additional weaving mills on the main island. The operating costs may help you to make your decision: they are lower for three sheep farms (30 gold pieces in total) than

for two cotton plantations (40 gold pieces in total). Tobacco

products: In the settler phase, you have already built up a small overproduction of tobacco products. This means that at the beginning of the citizen phase, you have a certain amount of storage space.

Notice

If too many of the cotton plantations are barren, the ratio of four plantations to two weaving mills may not be enough. In this case, consider building wells (even deep wells; see below) to increase fertility, or simply build a fifth cotton plantation.



With 6 additional sheep farms or 4 new cotton plantations you increase the yield, which you process in 2 additional weaving mills.

and will probably only need to invest here last. Simply increase



the number of production chains from two to three: Install two more tobacco plantations and an additional tobacco processor on your tobacco island. This will get you through the citizen phase. Before moving up to the merchant level, set up a fourth production chain to create a sufficient supply for the transition.



With a total of 6 tobacco plantations and 3 tobacco processors, you can supply your citizens with sufficient nicotine.

The needs of the citizens and further planning

Once the old needs have been sorted and secured, you can focus on the new needs of the citizens. To do this, click on any community center so that you can see the needs overview on the right.

You already know five (or six) of the goods listed there: food,



fabrics, salt, tobacco, spices and alcohol, which of course is still shown as a tavern requirement. The priorities have not changed either. Food and alcohol are absolutely essential. You cannot afford to be undersupplied with either of these two goods, because otherwise the residents of your small but lovely town will abandon you, no matter how well or poorly the other needs are met. In addition, you must provide the people with at least two other groups of goods to keep them happy. In principle, you have already taken care of this in the settler phase with tobacco and spices. By developing these

branches (see above), you also guarantee adequate supplies in the citizen phase - and thus also satisfaction. 1344

You can take your time to meet the remaining requirements for therefore goods and buildings in order to prepare for the advancement to the level of 'Merchants'. New now are



Lamp oil and silk fabrics as well as building supplies,



University and bathhouse.

You will then meet the two new commodity requirements for lamp oil and silk fabrics by setting up the corresponding production facilities (see below). However, you should wait a little longer at this point in the game before building the expected buildings. You should only place the university when your balance sheet looks sufficiently positive, as it has extremely high operating costs (150 gold pieces). It is best to place the bathhouse when you are ready and willing to advance to the next level of civilization.

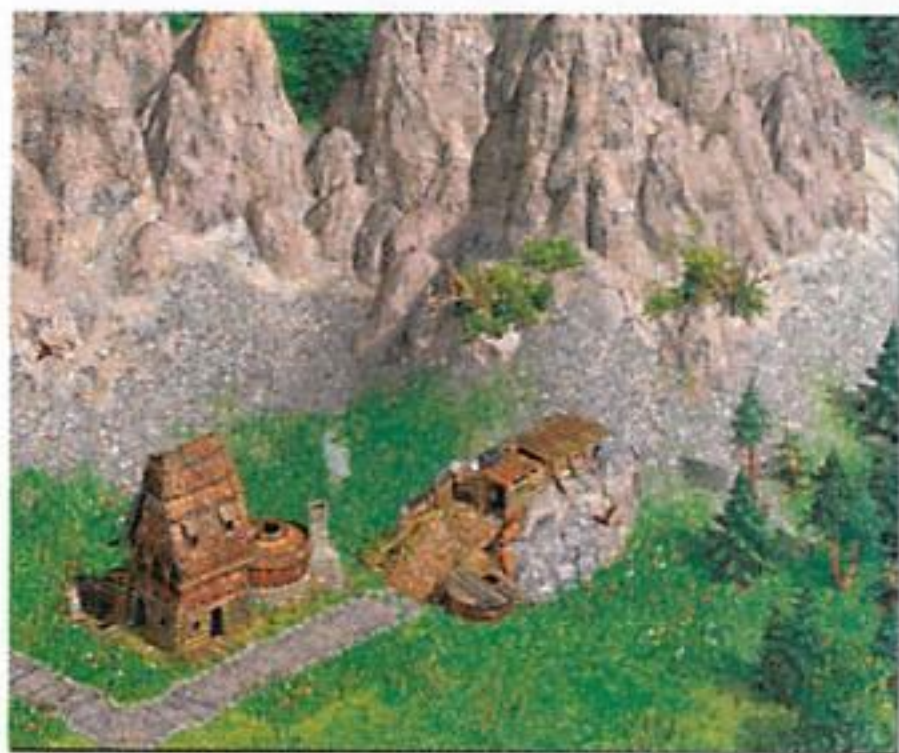
Optional: start salt production

Since the pioneering phase, you have been carrying around the salt requirements of your population. It is still not of primary



importance, and so far you have avoided mining yourself because consumption per capita is so low that, with the current population numbers, you would not have been able to recoup the costs of salt production with the income from sales. But from the Citizen level, or a population of around 1,000 inhabitants, you can slowly but surely cover the costs of the mine and saltworks with the sale of salt.

In this phase, you can optionally set up a salt mine and a saltworks (this single production chain is sufficient). If you don't have any salt deposits on your island, you can do so on another island. You can find such deposits in endless games, particularly in the 'North' and 'Tundra' climate zones. From there, you must of course then transport the white gold to your main island (construction order: a small trading ship). Your citizens will then buy the salt at the existing market stalls for 'food/salt', thus giving you additional - albeit not particularly profitable - revenue. However, since you will still have overproduction, you can offer surplus stocks to the travelling traders via your office.



With a large number of citizens, salt production for personal consumption is slowly becoming worthwhile.

The establishment of a lamp oil production

Then set about meeting the first real new need: lamp oil. To do this, send out a whaler to hunt for the whale blubber, which is then refined into lamp oil in a trans-marine factory.



Logically, you locate such a production chain where whales are found, so primarily in the north, near tundra and polar islands. On the map, you can see the animals in the water, so you can also visually assess the productivity of the whale grounds.

So equip a ship with enough tools (approx. 30 t), wood (50 t), bricks (50 t) and ropes (7 t), sail north and look for a tundra or polar island that is located in good to very good whaling areas.

a tundra island that also has a rich stock of fur-bearing animals (you will need this game later). On the shore, build an office into which you unload all the materials you have loaded, including the ropes. Then build a whaling building (construction menu category, 'coastal buildings'). If you click on it, you can then order a whaling ship in the menu on the right for 12 tons of wood, 7 tons of ropes and 600 gold pieces. After the launch, it automatically goes whaling and will soon return with hopefully rich booty.



The catch leaves the whaling building as whale blubber. Build 1-2 transshipments nearby where it is processed into lamp oil. From there, a dirt road must lead to the office where the finished fuel can be stored. Finally, build a new (small) trading ship and use it to transport the lamp oil to your main island on an automatic transport route. If you have already set up a transport route for other purposes that passes nearby anyway, you can of course simply extend this too.



With a whaler and 2 transshipments (here on a tundra island) you ensure the supply of your population with lamp oil.



In the city, however, you cannot sell the oil at the existing market stalls. To do this, you must first set up a lamp oil stall. Once all citizens have largely covered their needs, the barrels of oil will quickly pile up in your warehouses in large quantities, so that you can put this product on the sales list in your office (minimum stock approx. 30 t).

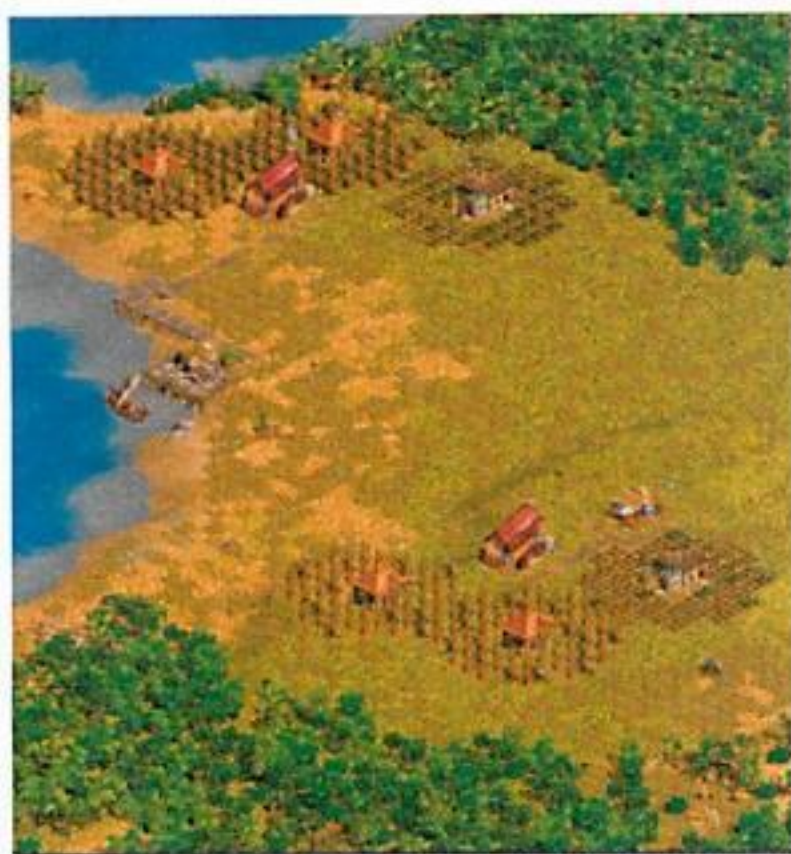
The production of silk fabrics

The second new requirement of the citizens is silk fabrics. The corresponding production chain leads from the silk plantation and the indigo plantation to the dyeing works. At this point at the latest, you must settle a jungle island, because silkworms and indigo plants only thrive there. (Perhaps you have already opened up this climate zone as part of alcohol or fabric production.) So find and settle an island with 100% fertility if possible. If necessary, you can also separate the productions if you only find ideal conditions on two different islands. In this case, you must also manage the transport of a raw material to the island on which the dyeing works is located. If you can only access 50% fertility for silk or indigo, you must double the number of production units mentioned below accordingly.

remark

You should generally avoid production at 50% fertility, as you will have practically twice the costs for half the output and therefore usually have to forego your profits. In some cases, you may even end up paying more.

An optimal production chain for silk fabrics consists of 2 silk plantations, 1 indigo plantation and 1 dyeing plant - as mentioned, this only applies if the fertility for silk and indigo is 100%! Set up 2 such production chains on the island of your choice. All you have to do is connect the dyeing plants with the office or a main market building by a dirt road or road; the three associated plantations must each be within the catchment area of the dyeing plant.



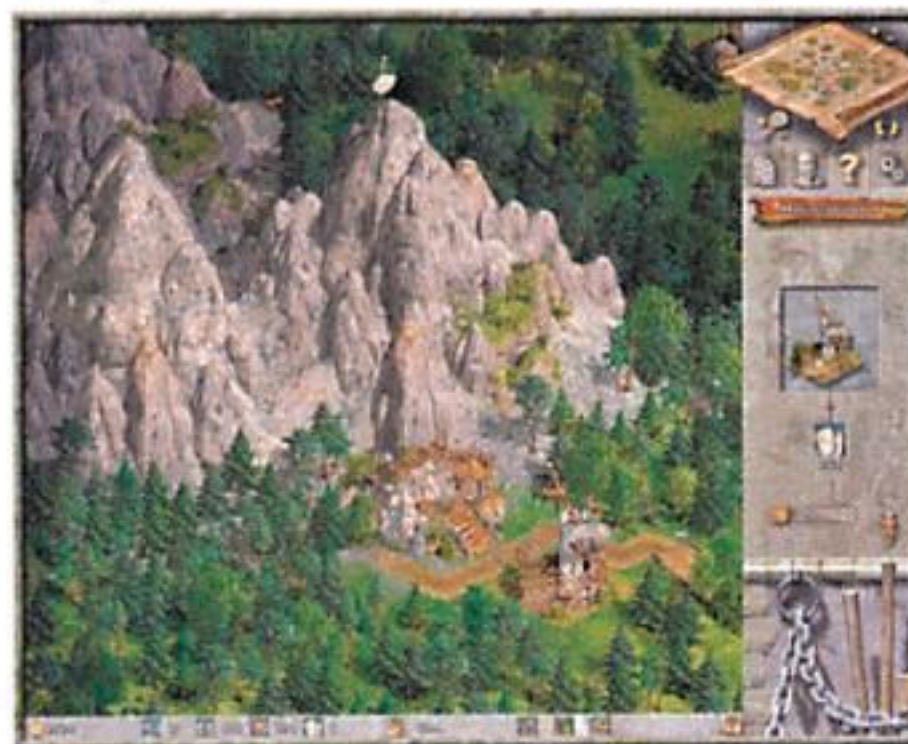
With silk fabrics you produce the first luxury item for your citizens.



Finally, set up an automatic transport route for this product line to your main island (with a new ship or an existing one). There you must set up a clothing stand where the silk fabrics can be sold, thus satisfying another demand.

The fourth building material: marble

In order to build some of the new buildings, you will now need not only tools, wood and bricks, but also the fourth building material that exists in Anno 1503: marble. This includes the bathhouse and the library (see below). Without marble, the development of your population is over at this point!!! You should therefore try to find and secure such a marble deposit in the mountains of the northern climate zone by settling on the corresponding island and adding the mountain range to your catchment area. Place a marble quarry and a marble stonemason there and then transport the material you have obtained to your main island.



With a little luck, you can get the marble yourself using a marble quarry and a marble stonemason.

In some island worlds of Anno 1503, marble deposits are not particularly plentiful (see Chapter 2, Island Worlds in the Endless Game). It may therefore happen that all marble deposits are already occupied by your competitors. In this case, you only have two options: peaceful trade or military annexation.

Set up the purchase of marble in the office on your main island. Use the maximum storage quantity of your markets and offices as the purchase limit or purchase quantity and offer the highest price to give the other players a strong incentive to trade. The price range for marble is not particularly large at 15-21 gold pieces. In this phase, when your balance sheet should show big profits, you can safely offer the maximum price of 21 gold pieces for 1 ton of marble. This will most likely



result in sufficient quantities of marble in your warehouses sooner or later.

However, if no one accepts your offer, you still have the military solution to the problem. Explore the enemy islands and prepare a military strike against a suitable, inadequately guarded marble island. With a little luck, it will be enough if you just attack the office and

Maybe burn down and conquer 1-2 markets with a group of warships and archers. However, such measures are only necessary in exceptional cases.

Excursus: Trade agreements and dealing with the pirates

As you can see from the example of marble, trade relations with the other computer opponents can become important over time. If you are not particularly warlike in your game, contracts with some or all of your competitors can be worth their weight in gold. In the short term, you can bridge any bottlenecks in your settlement by obtaining the goods you need from your trading partners, to whom you can then sell your own surplus.



You conclude trade agreements in the player menu (submenu, diplomacy status). However, not every selected trading partner will accept a contract offer directly. Try sending a message to the player in question beforehand, which should make him

more inclined to a contract by 'ingratiating' him, so to speak. But don't overdo it, as the desired effect could otherwise be reversed!

Pirates are also a good trading partner at any time in the game. If there is a pirate nest somewhere on the island world, you can head to it, click on the pirates' office and start trading. However, this trading point is more suitable for buying goods and less for selling them.

University, library and research

As soon as you sell lamp oil and silk fabrics to your citizens in large quantities, your overall balance should be pleasingly positive. At the latest then, you will be able to afford to build – and, above all, maintain a university. So build the university now, with which you will meet another need of your citizens. The maximum amount of knowledge remains the same despite the university (basically 70 points in the citizen phase), but all research categories and technologies are now finally open to you. From now on, it's time to research hard! The necessary change should be available throughout this citizen phase.

The placement of the university has a special feature that was already evident in a similar form during the construction of the church (see above). In this case, the existing school is also upgraded, which is shown graphically and is reflected in the fact that it is treated functionally like a university. This means two things:

Firstly, you can now carry out all research in the school, including research that was not possible there before; and secondly, the residential buildings that are in the school's catchment area are considered to have fulfilled the need for a university. You therefore do not actually need to pay attention to the new catchment area when placing the buildings and can build the large and sprawling campus somewhere on the outskirts of the city instead of taking up valuable space in the city center. If you have built the school centrally as recommended so that all residential buildings are in its catchment area, then after the upgrade it will fulfill a 'university function' and this need is met for the entire area.



With a university (on the outskirts of the city!), all research is now open to you!

As mentioned, after building the university, all research areas and technologies are open to you. In principle, you can now research almost all technologies and upgrades (with one exception) and make great progress in this area.

If you really want to immerse yourself in the research in depth and in depth in the next few minutes,



A first item in the area of civil research is the library.

The building can then be constructed and increases your maximum knowledge by ten points (for the citizen phase: 70+1080 knowledge points). This knowledge increase accumulates

will definitely pay off, regardless of the catchment area of the library, which you can also place in the outskirts. The catch is the running costs (100 gold pieces). You will ask yourself whether the investment is worth it, as the advantage of a higher knowledge point level does not really justify the high running costs. The trick of a library is simply that you can already carry out research in the citizen phase that requires 80 knowledge points and these are the military projects, explosive projectiles and 'mortars'. The mortar in particular,

which is in principle the strongest land-based military unit (see also the chapter on military), can be an advantage in the citizen phase if you want or need to go on the offensive against various computer opponents right now. In this case, building a library is worthwhile. Otherwise, you can save yourself the need for the library for now. Even without it

As mentioned, almost all research can be carried out, except for the explosive projectiles and the mortar based on them. The last project in this technology tree, mortar powder (which increases the range of the mortar), would also require 100 knowledge points. This means that it can only be tackled in the merchants phase at the earliest (and even then only with a library).

Overall, research is a very expensive pleasure. If you are not currently able to make any major financial leaps, you should choose carefully and limit yourself to the areas that are most important at the moment. The circumstances under which you should pursue which projects are shown below. But as I said: ideally, in this phase you should research all 'feasible' military and civilian technologies that your wallet allows.

Tip

If you are short of money, you can also tear down a library once it has been built in the following merchant phase. This option arises when you have completed all research and no longer need the increased knowledge points.

This will save you 100 gold pieces in operating costs!

Detailed information on the research categories can be found in the 'Research' chapter; here is an overview with some tips:

Muskets and Cannons: If you are in an endless game are already militarily active, you should first concentrate on the musket and cannon technologies. The musketeers, equipped with swords and muskets, are the most robust close combat unit in Anno 1503 alongside the cavalry and can significantly increase your military strength. Cannons are more flexible in use than the catapults that were previously available and can be used both offensively and defensively, for example when they occupy the cannon towers of the city wall.

Larger ship types: Exploring the middle Han

You have already been advised to build a large merchant ship. It is a necessary prerequisite for the development of the large merchant ship. If you research one of the two large ship types (large warship or large merchant ship) at citizen level, as already mentioned, the large shipyard will be unlocked at citizen level and you will be able to build large ship types. If you are currently in a more peaceful game and are short on money, you can

You can save researching the medium and large warship and the upgrade technology, Reinforced Hull, for now. However, if you are going to take an offensive approach against pirates or competitors, this research is mandatory. Researching the 'Reinforced Hull' increases the number of hit points and the resistance of your ships. 3.0.

The Great Ore Mine: You need the building option for a



You will probably build a 'large ore mine' very soon so that you can continue to exploit the inexhaustible, deep ore deposits. As a rule, mining on the surface with the 'small ore mine' is exhausted at some point. Then you have to tear down the small mine and build a large ore mine in the same place instead if you don't want mining to come to a standstill. This civilian research project is always the first choice because iron ore is vital for survival.

The Medic: After researching the Medic, you can train medics in the



fortress who will heal your infantry automatically. This saves money, your units can gain more experience and become more effective. You will also have the new building options 'Medic' and 'Medicinal Herb Plantation' available. And with a sufficient supply of medicinal herbs, the doctor can successfully combat epidemics in your city. From the Merchant level onwards at the latest, the plague becomes a constant threat. You should therefore definitely start this research as a preventative measure.

The District Court: The District Court is currently without function.



Originally, it was planned that a District Court the risk of an uprising is reduced if the people take to the barricades due to poor supplies. However, since the feature of the popular uprising has been postponed until the planned Anno 1503 AddOn, you can basically save yourself the trouble of researching and building the court.

The large iron production

From 1,100 citizens, your civilization has the Great Ore



Smelter. This produces with increased Speed from iron ore and charcoal iron. The "Deep Ore Mine" and the "Large Ore Smelter" are precisely coordinated in terms of productivity and both produce about twice as fast as the previous, smaller plants. However, the running costs are almost twice as high, so that there is only a slight advantage in terms of production costs.

Of course, there is nothing wrong with processing the ore from a deep ore mine with two small ore smelters instead of one large one. This decision is up to you.

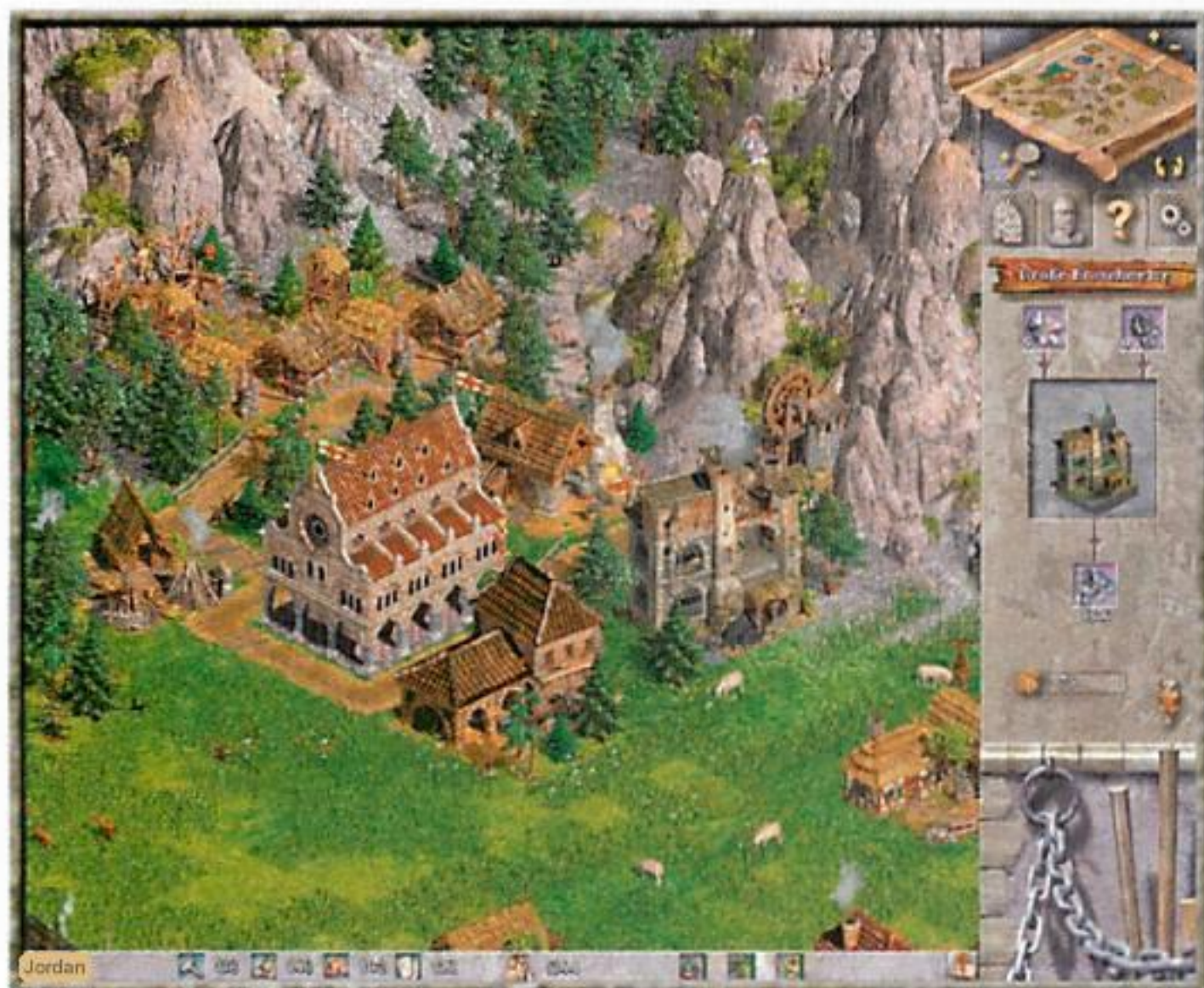
Danger



The Great Ore Smelter (and the Cannon Foundry, by the way) works with charcoal that is burned by a charcoal burner. So when you set up the Great Iron Production, you always have to put 1 charcoal kiln next to this industry for it to work.

The subsequent change to the merchant level will wear out a large number of tools as soon as the town houses are upgraded to merchant houses (see below). It is therefore advisable to increase the number of blacksmiths to two workshops with the modernized mining industry. The increased production will then also ensure faster supplies.

Build all the buildings involved as close as possible to the main market building. Short transport routes and sufficient storage supplies guarantee optimum productivity at all times.



With the large iron production (and 2 forges) you are well supplied with tools for the upcoming change to the merchant level.

The transition to the merchant phase



So far, so good. Now your citizens just need a bathhouse before they become merchants. They place it, of course,



The last need of the citizens is satisfied with the construction of a bathhouse.

as centrally as possible, i.e. in the middle of the city, so that all residential buildings fall within its catchment area and the demand is thus covered across the board.

Danger

Before you dare to ascend to the next level of civilization, you should definitely have a large stock of all necessary goods, especially the highest priority goods: food and alcohol.



Since increasing the production of essential goods (see above), you have spent a lot of time in the citizen phase, e.g. with research. In all probability, you will have sufficient stocks of all essential goods at this point. It is best to take stock at this point and improve production capacity where it is particularly scarce. For example, expand the number of your spice plantations to six, increase the number of your production chains for tobacco products to four, as well as the production chains for silk fabrics, etc. At this point, you have to judge for yourself what your warehouse looks like and where you should intervene, as different endless games naturally use different fertility levels. However, with such advance expansions, make sure that you have a good financial cushion. The additional businesses and the subsequent overproduction (with the number of inhabitants remaining unchanged) can briefly put you out of the profit zone again.

As soon as the bathhouse is built and the last need of the



Once the need for citizens is satisfied, the development to merchants continues. During this advancement, 5 tons of tools, 5 tons of wood and 4 tons of bricks are used for each citizen's house. For a total of 48 residential houses, this adds up to an impressive 240 tons of tools, 240 tons of wood and 192 tons of bricks. At least you don't have to regulate the transition to the merchant phase by blocking building materials. This process regulates itself very quickly when one or more

building materials are completely used up. Only block the output if you need to accumulate building materials for transport to other islands because you want to set up further production facilities there (see also further below).










Overview: Production buildings for consumer goods in the citizen phase (for the example with 48 citizen houses)

The following table summarizes all production



businesses for essential goods that have been described so far in the endless game. The amount is usually enough to adequately supply around 1,344 citizens (48 houses). Here again, you may need to increase production of one or another of the essential goods - depending on the utilization and effectiveness of the businesses and the fertility of the farms and plantations.

Icon	Name	Number	Icon	Goods
 	1 hunter + 1 tanner	1	 	Food + Leather
 	2 cattle farms 2 + 1 butcher shop	—		food
  	4 cereals farms + 2 mills + 1 bakery	1		food
 	3 sheep farms 3 + 1 weaving mill			substances
 	2 hop farms 4 + 1 brewery			alcohol

Icon	Name	Number icon	Goods
	1 spice plantation	4	 Spices
 	2 tobacco plantations + 1 tobacco processor	3	 Tobacco products
 	1 whaler + 2 transshipments	1	 lamp oil
  	2 silk plantations + 1 dye plantation + 1 dyeing factory	2	 Silk fabrics

Notes:

Please note that the overview shows the optimal production chain once and the next column shows the required number of these production chains for a sufficient supply in the citizen phase!

Fabrics: 3 sheep farms can each be replaced by 2 cotton plantations (see above).

Alcohol: The production chain of 2 hop farms and 1 brewery can be replaced by 2 sugar cane plantations and 1 rum distillery (see above).

The merchant phase

As I said, you need a considerable amount of tools, wood and bricks to upgrade a total of 48 residential buildings to the merchant level. The storage capacity from the citizen phase will soon reach its limits and development will automatically stop at around 600 to 800 merchants simply because you are – running out of one of the building materials, probably tools or wood. So you don't actually need to regulate the transition period manually. Nevertheless, it is recommended that you block the building material after the first boost so that the stocks can recover. You need the stock for other important buildings, namely further productions that meet your needs. Build until your balance is in the positive range. Only when you overproduce and the running costs eat up the income should you give access to the building material again so that new customers can develop into solvent merchants again.



The needs of merchants and the differences to citizens

Notice

In contrast to ANNO 1602, in ANNO 1503 the merchant civilization level is the highest level of development that your industrious pioneers can achieve. In Anno 1503 there is also the noble class of aristocrats already known from ANNO 1602, but they do not develop from merchants, but must be settled separately (see further below). Strictly speaking, the evolution of your settlement is therefore complete with the development into a merchant town.









click on one of the developed merchant houses, you will see the demand on the right in the game menu. As you can see at first glance, the demand structure of the merchants has actually not changed compared to the citizens - the merchants still demand the same goods that were important for the citizens. There is no new demand, neither for goods nor for buildings! (New needs will only be developed by the aristocrats; see further below.) But: with the increasing number of inhabitants due to the change to the merchant phase, you will of course need far more of the same goods groups than before, i.e. you will have to boost production of (almost) all required goods.



Increasing the production of consumer goods will be your central and actually only task in the merchant phase.

With social advancement, the population in each house increases from 28 to 42 inhabitants, i.e. by 14 inhabitants and thus by exactly 50%. In principle, one could therefore initially assume that the quantity required for all consumer goods has also increased by around 50% and that half as much is now being consumed. However, this calculation is not quite as simple as that, since the focus of the merchants' needs shifts somewhat.

Consumption of the known product groups does not always increase in proportion to population growth. If you compare citizens and merchants, it looks like this:

		Demand quantity of citizens	Demand quantity of merchants	
houses		48	48	
Resident		1,344	2,016	Percentage increase in demand
	food	12	18	+ 50%
	substances	6.7	6	- 10%
	Salt	3.35	5	+ 50%
	alcohol	6.7	8	+ 20%
	Tobacco products	5.4	8	+ 50%
	Spices	5.4	8	+ 50%
	lamp oil	2.7	4	+ 50%
	Silk fabrics	5.4	12	+ 120%

(The quantities given refer to the requirements of 48 residential buildings per minute.)

At first glance, it is noticeable that merchants use significantly more silk fabrics than citizens, and use fewer fabrics. While the population increases by 50% when you advance to the merchant phase, the demand for silk fabrics increases by 120% and the need for fabrics decreases by 10% compared to the citizen level. In the merchant residences, people pay more attention to appearance and have switched from coarse cloth to haute couture. This means that you do not need to expand fabric production, of course. But remember that you also need fabrics elsewhere, namely for shipbuilding. You should therefore not reduce production, despite the falling consumption in the city.

The remaining requirements develop in line with the population growth of 50%, except for alcohol.

There, too, consumption has only increased below average, i.e. a merchant ultimately drinks less than a citizen. Alcohol production can therefore remain as it is. With the capacities from the citizen phase, they are already pushing a slight overproduction.

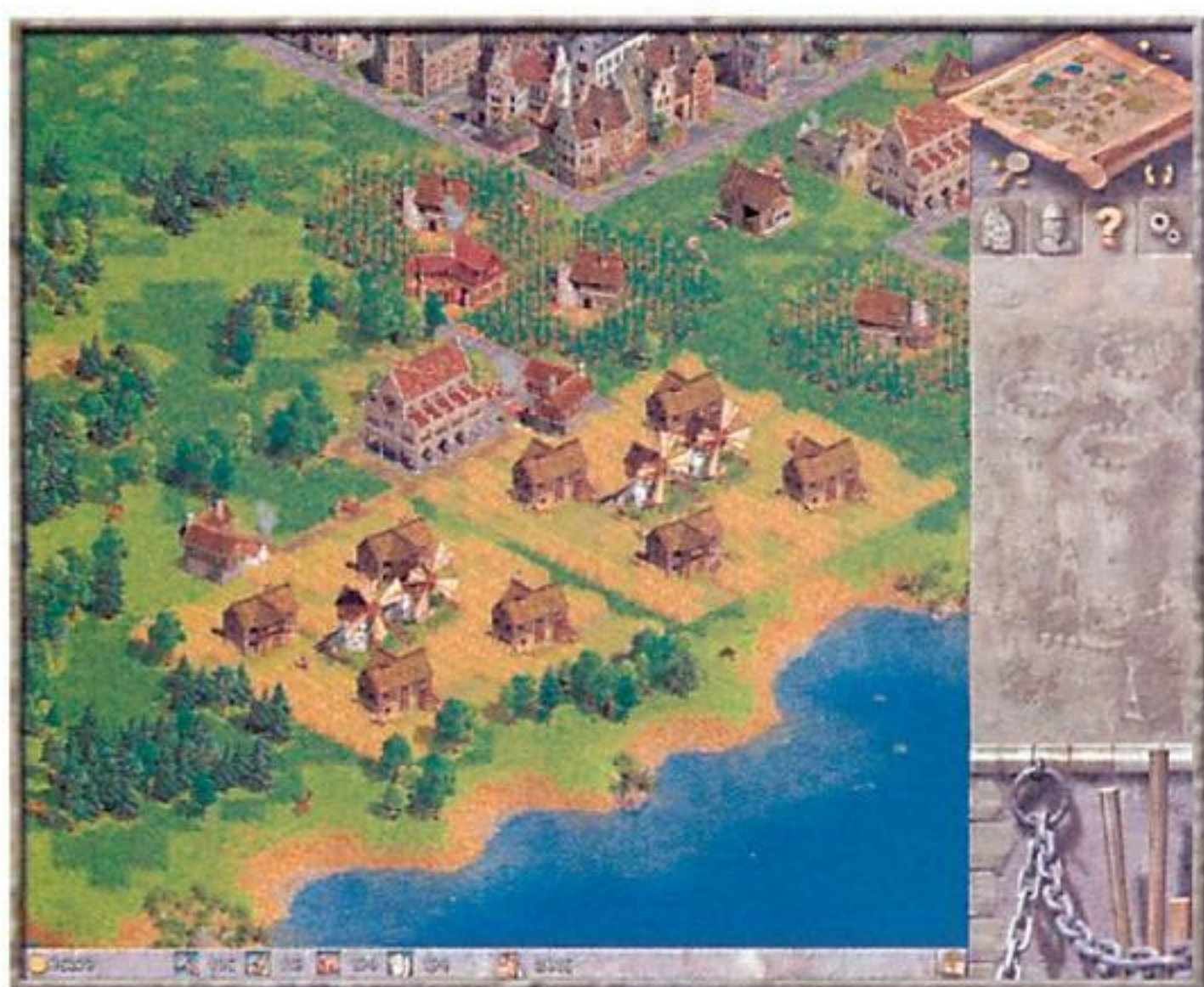
Conclusion: You do not need to increase production of the essential goods alcohol and fabrics as you develop into merchants. However, you will need to increase production capacity for all other goods groups in the next few minutes in order to cover the increased quantity required. The best way to do this is as follows, with the figures based on a population of 2,016 merchants (see also the table below).

First, focus on food, which of course continues to have the highest priority as a commodity, so that nothing can happen in this area. The following still applies: If your loyal subjects have



nothing to eat, they start to grumble and turn their backs on your settlement - the number of

inhabitants will decrease. Therefore, build another food production chain in the form of 4 grain farms, 2 mills and 1 bakery. Together with the existing food factories, you will have the supplies for 2,016 merchants under control. It is best to place this additional production chain on the main island. You can also expand your sphere of influence with another main market house.



You secure the food supply for the merchants through a second production chain with grain.

Secondly, take care of the spices. Increase production on the supply island by adding another 2 spice plantations, so that you will then have a



total of six plantations available to supply your inhabitants. By the way, these two plantations will take the 50% increase in spice requirements into account.

Normally you can place six such businesses within the sphere of influence of a single trading post. Depending on the island's geography, however, you may need to place a second main market building. If in doubt, you can help boost the fertility of particularly unproductive plantations by digging deep wells, which you were able to research in the citizen phase.

As far as tobacco products are concerned, add another production chain in the form of 2 tobacco plantations and a tobacco processor, so that you then have a total of four production chains that ensure the supply of smoking products to your inhabitants. However, it may turn out that this capacity is still somewhat limited, especially if many tobacco fields are not fertile enough and the bushes wither. So if the yields are not sufficient later to satisfy your nicotine-addicted merchants, you may have to set up a fifth production chain for tobacco products.



You should have been on the safe side when it comes to the supply of lamp oil since the citizen phase if you have built two trans-settlements as recommended above. If not, you should build the second trans-settlement now.



However, you are challenged when it comes to silk fabrics, where demand has increased enormously. Here you have to



to meet the 120% increase in demand. Therefore, set up two additional

production chains on the respective island, i.e. 4 silk plantations, 2 indigo plantations and 2 dye works. This means that you have doubled the production capacity compared to the citizen phase. This does not correspond to a 120% increase in demand, but you still have a small overproduction in this area from the previous civilization level, so that you can get by with a total of four production chains for silk fabrics in the merchant phase.



You must double the production capacity for silk fabrics in the merchant phase.

The necessary production expansions for consumer goods in the merchant phase at a glance:

Icon	Companies increase	Product icon
	Hunting lodge + tannery	Food leather
	2 cattle farms + butcher shop	food
	4 grain farms + 2 mills + bakery +1	food
	3 sheep farms + weaving	fabrics
	2 hop farms + brewery	alcohol
	Spice plantation +2	Spices
	2 tobacco plantations + tobacco processors	+1 tobacco products
	whalers + 1-2 transients	lamp oil
	2 scid plantations + indigo plantation +2 + dyeing factory	Silk fabrics

Please note that in this table overview, the first column of text shows the optimal production chain for the goods in question and the next column shows the required number of such production chains that must be placed in the merchant phase to ensure sufficient supply. The number column therefore does not show the total stock, but the necessary extensions.

It was said above that you should stop the automatic civilization increase at around 600 to 800 merchants by blocking the building materials and then dedicate yourself to expanding the required production. So you collect building materials, build with them, wait for sufficient stocks and continue building with them until you have completed all the expansion projects. Only when you have completed all the required productions described above do you give the Access to the building material is released again and the development of all residential buildings into merchant houses progresses, so that at the end of this phase you have 2,016 merchants.

	2016
	4021
	3441
	0
	481
	76
	1055

As production expands, the balance sheet may become critical again. The new facilities already generate ongoing operating costs, while you do not yet have enough residents to buy additional products and generate the corresponding income. However, your

In this phase, you can easily cope with a slightly negative balance. However, once you have 2,016 merchants running to the market stalls and the store is buzzing, you will also make decent sales and your overall balance will jump for joy. In this phase, a balance surplus of around 600 to 1,000 gold pieces is easily possible, depending on how many other units (ships, etc.) and buildings you own at the time that incur running costs.

organization and monitoring of transport routes

An important task at this point is to carefully monitor your transport routes, which transport the required goods from the production colonies to the main island. Since you have several ships in use at this point, you can quickly lose track. Mistakes creep in, and if you only notice a possible shortage of supplies when your merchants complain, it will take a while before the corrections you hastily make take effect. So first of all, check all ships that are on the move to see whether all storage spaces are sufficiently full and whether all goods are being loaded optimally. For some products, you have to load and unload two or more storage slots (such a goods field on a ship holds 50 t) to ensure sufficient supplies on the main island. Secondly, you have to expect that the ships will encounter pirates and/or hostile opponents on the way and come under cannon fire from time to time. Pay attention to such events and repair damaged ships as soon as possible. Above all, you must not miss it if one of your ships is lost, because this will of course bring the entire transport route to a standstill! In this case, you must quickly create replacements before the corresponding required goods become scarce on your main island and discontent spreads among the population.

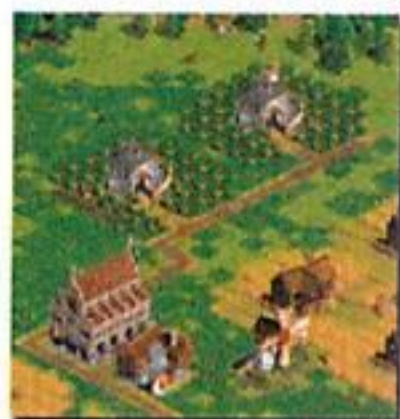
The Plague and the Need for Medicinal Herbs

Large cities with many inhabitants are regularly visited by



plague - and your merchant town is one such city. A plague epidemic usually begins in a single house and then spreads to neighboring houses. The disease is fatal for the inhabitants, and the result is that the population in the affected houses shrinks until there is not a single living soul left under the roof. Orphaned and neglected, the house then collapses too.

But: There is a herb that can be used to combat the plague, in the truest sense of the word, namely one that is aptly called medicinal herb. So you can do something about it. You grow



medicinal herbs in the fields of medicinal herb plantations, which you can establish from the citizen level. Note that the medicines only thrive on islands with a northern climate - in areas with other climates, a medicinal herb plantation is an absolute bad investment! As with spices, the medicinal herbs are

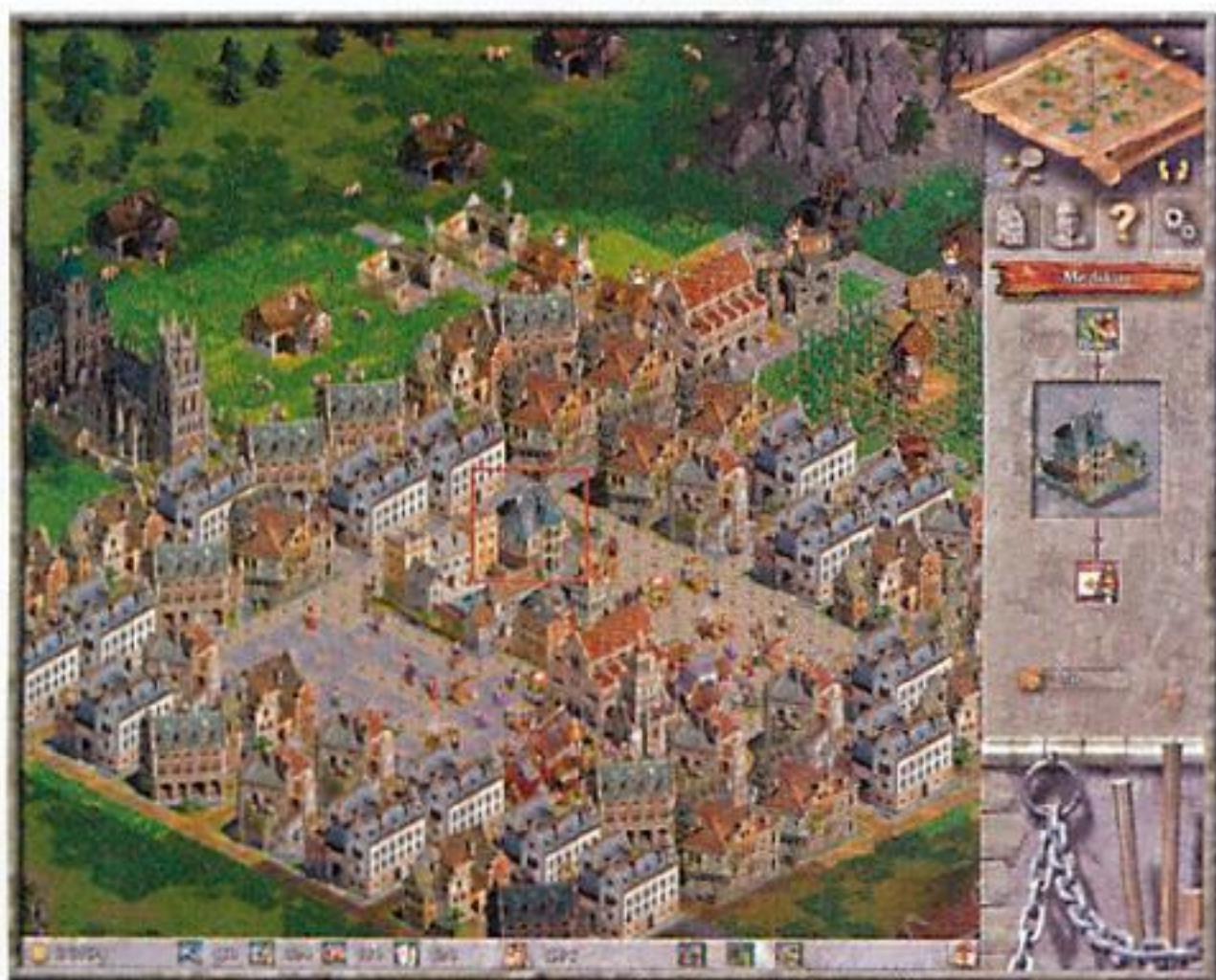
harvested by the workers and then carted off to a warehouse themselves - so the facility definitely needs a road connection. Two medicinal herb plantations are enough to cover the needs of a larger settlement.

Simply collecting and storing medicinal herbs is not enough. If the plague breaks out, they must be distributed to the sick among the population so that it can be effectively combated. This task is carried out by a medic, who you must first research before you



can place his building. He needs a main market building or an office within reach, which then also serves as his pharmacy: the medicinal herbs stored there are

automatically added to the medic's warehouse. In addition, the doctor must be able to look after as many residential buildings in his catchment area as possible, because he can only fight the plague within his area of influence. For a medic's building, the medicinal herb storage quantity is the storage quantity that corresponds to the current maximum storage capacity of all main market buildings and offices. If the upper limit is reached, you can also shut down production of the medicinal herb plantations. In the event of a plague, the required amount is then taken from the stock (approx. 10 to 15 tons per infected residential building). Then activate the production of the medicinal herb plantations again until you have as much as possible in stock again.



A centrally located Medikus (marked area) has a large catchment area and can therefore cover an entire settlement.

Research in the Merchants Phase

The research area is no longer as exciting in the merchant phase if, as recommended above, you have already carried out most of your research in the citizen phase. The merchants in your settlement no longer attend school, and less knowledge means that knowledge points do not accumulate at the same rate as in the citizen phase. On the other hand, you can now accumulate more education, because the maximum amount of knowledge has increased to 90 points. With a library, you even get a bonus of 10 knowledge points, so the maximum amount of knowledge is effectively 100 points.



So, if you have diligently researched in the citizen phase, the mortar and mortar powder represent the end of your research, unless you have already researched the mortar with the help of a university and a library (together a maximum of 90 knowledge points). However, you will definitely only gain knowledge of mortar powder, which gives the mortar a greater range, once you have 100 knowledge points.

So it is only possible in the merchant phase, and then only in conjunction with an additional library, which you can tear down again once you have finished studying. With the mortars and the invention of mortar powder, your army is at the highest technological level.

The big shipyard

Another must is the construction of the large shipyard, because only there can you have the large versions of warships and merchant ships built. In the merchant phase and with the aristocrats, you have to defend yourself against pirates and/or hostile computer opponents, so you will definitely order these larger ship types. The most important differences compared to the smaller variants are higher construction and maintenance costs, a larger number of hit points and stronger cannon armament. More hit points mean that you can more easily pull a large ship out of a battle in a damaged state and send it to the shipyard for repairs without it sinking en route. In any case, you save on cannons when repairing it compared to a total loss.

You normally build the large shipyard when you have 250 merchants, but you may build it earlier if you have already



researched one of the two large ship types before you reach this mark. In this case, the Large Shipyard building option is available to you earlier (in the citizen phase). No matter how and when you place the large shipyard and tear down the

small shipyard. Of course, you should also research the larger ship types if you haven't already done so, so that you can also use the better options of the large shipyard.

Preparations for the Aristocratic Phase

The rest of the merchant phase essentially only serves the purpose of increasing your account further. If you play a war-oriented game,

Now is a good time for military buildings and units (see below).

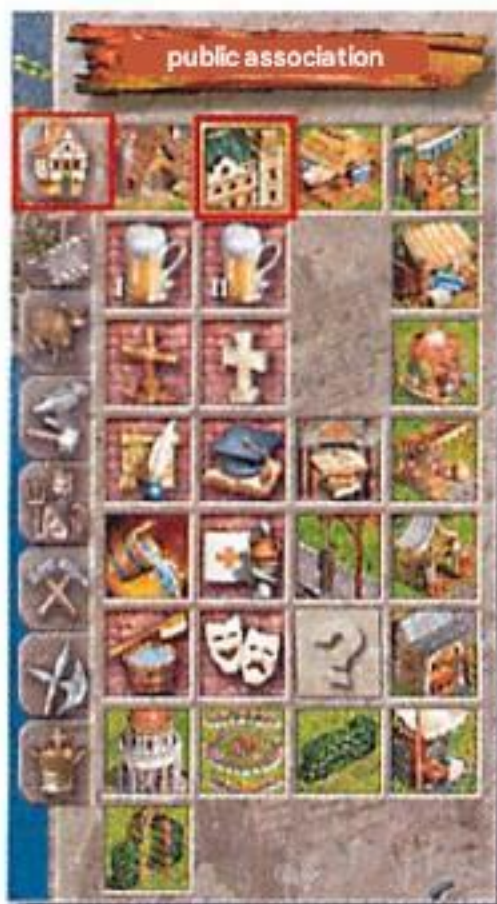
Apart from that, if you haven't already done so, you should grab the islands that you need as locations for the resources furs, cotton, wine, gold and gems when you enter the aristocratic phase. The next section provides more information on this.



The aristocratic phase

The aristocratic population group is outside the normal settlement development in ANNO 1503. The nobility is not absolutely necessary, but ultimately represents the highest level of development in a game and should be settled for this reason alone. In addition, you can achieve very good sales with the blue-blooded needs.

Whether you settle aristocrats or not is ultimately your decision. Although the nobles are a population group that is willing to pay and has a high turnover, which will make your balance sheet really jump for joy, the nobility also has its own needs, which you must first establish and finance. You should also note that aristocrats do not generally go to school or university. You should therefore have already completed your research. The aristocrats are primarily intended for you to sell them new and expensive goods and become so fabulously rich in the process that you can maintain any military force you want.



Once you have 1,900 merchants, the option to build aristocratic houses becomes available in the 'Public Buildings' section, and you have to build them separately. The noble villas do not develop from the normal merchant houses. In principle, you could integrate the nobility into the existing cityscape, but it makes more sense to build a separate city for the aristocrats, as you need completely different public buildings for this clientele - apart from the bathhouse and the church. So expand your sphere of influence on the main island or build your aristocratic city on a completely different island.

Settling aristocrats is a very material-intensive and therefore expensive affair. For a single aristocratic house you need no



less than 12 tons of tools, 10 tons of wood, 20 tons of bricks and 5 tons of marble! Access to marble is therefore always a basic requirement; you should already produce sufficient quantities of the other building materials.

size of the city is ultimately up to you. However, it makes sense to plan this residential area just like a normal settlement, which offers space for a total of 48 (aristocratic) houses. Also

keep the floor plan with twelve blocks of two by two houses

, leaving space in the middle for the public buildings. Since an aristocratic house can accommodate a total of 30 people, you can gain a total of 1,440 new residents this way.

Danger

But: Before you start building, you have to make a lot of preparations, because with this population group you have to think a little differently:

You have to secure the infrastructure and supplies for the aristocrats first and only then can you start placing the aristocratic houses!



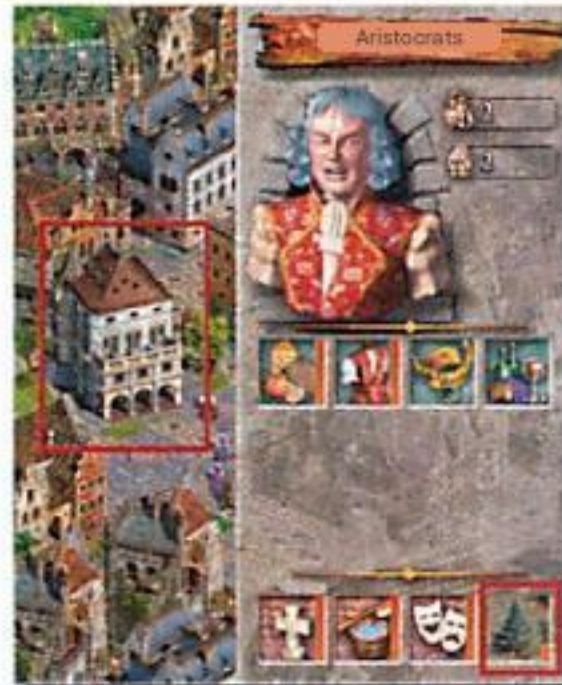
The needs of the aristocrats

Once you have placed your first house, you should take a look at the demand structure. Click on the building so that the right-hand side shows what aristocrats demand in terms of goods and buildings:

Icon	Name	priority	Urgency of need
	food	high	mandatory
	Clothing	normal	mandatory
	Jewelry	normal	optimal
	Wine	normal	optimal
	Church	low	mandatory
	Bathhouse	low	mandatory
	Theater	low	mandatory
	Park	low	mandatory

Except for the need for goods, food and the building needs of the bathhouse and the church, these wishes are completely new. To keep the aristocrats happy, you must provide this population group with the six urgent needs of food, clothing, church, bathhouse, theater and park before you place the first aristocratic house in the landscape! You can worry about jewelry and wine later, when your aristocratic settlement is finished.

Try the test to see how sensitive the nobility is to shortages: Place a single aristocratic house in your merchant

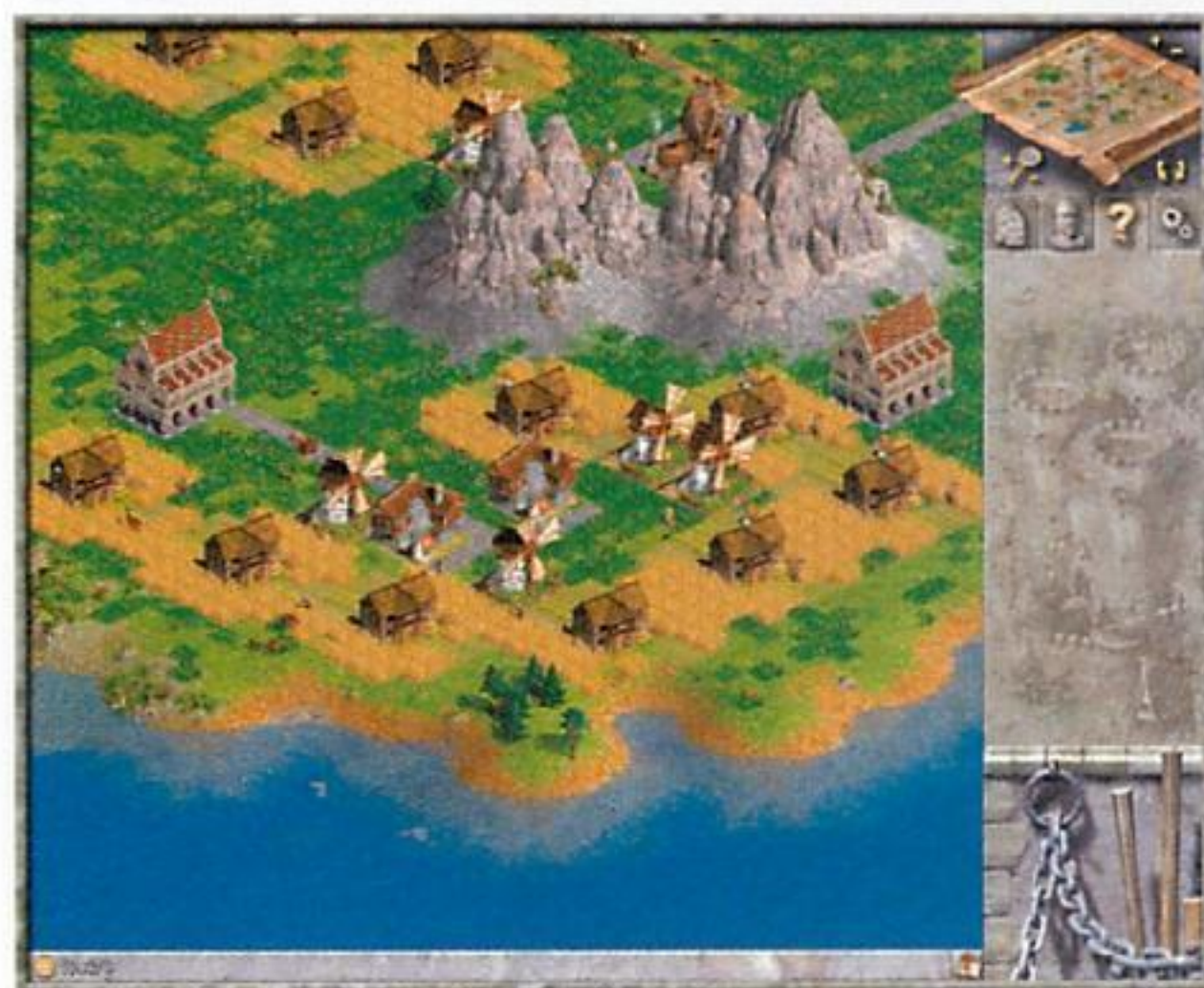


settlement. You will notice that the six essential needs are subject to a requirement in the form of the need being met - otherwise the aristocratic house would immediately disappear. However, the satiation brought with it continues to decrease if the corresponding need is not met. If one of the six essential needs has fallen below the minimum limit so that all the aristocrats have left the house, it collapses.

The Preparation of the Aristocratic Settlement

The following illustration is based on an aristocratic city with 48 residential buildings (see the following illustration). In detail, you prepare the settlement as follows:

First, ensure that enough food is produced for the future aristocrats. Per capita consumption is just as high as for merchants or citizens. To do this, build at least two complete bread production chains with 8 grain farms, 4 mills and 2 bakeries. If that is not enough, you will have to expand production further later until the situation is stable. Pay a little attention to this.



With such an equipment of grain farms, mills and bakery, you can easily satisfy the appetites of future aristocrats.



Secondly, you have to take care of the clothes. They are made by a tailor shop from fabrics and furs, but not in equal parts. For now, just calculate that you will need 4 tailor shops to supply the targeted 1,440 aristocrats. For this you also need



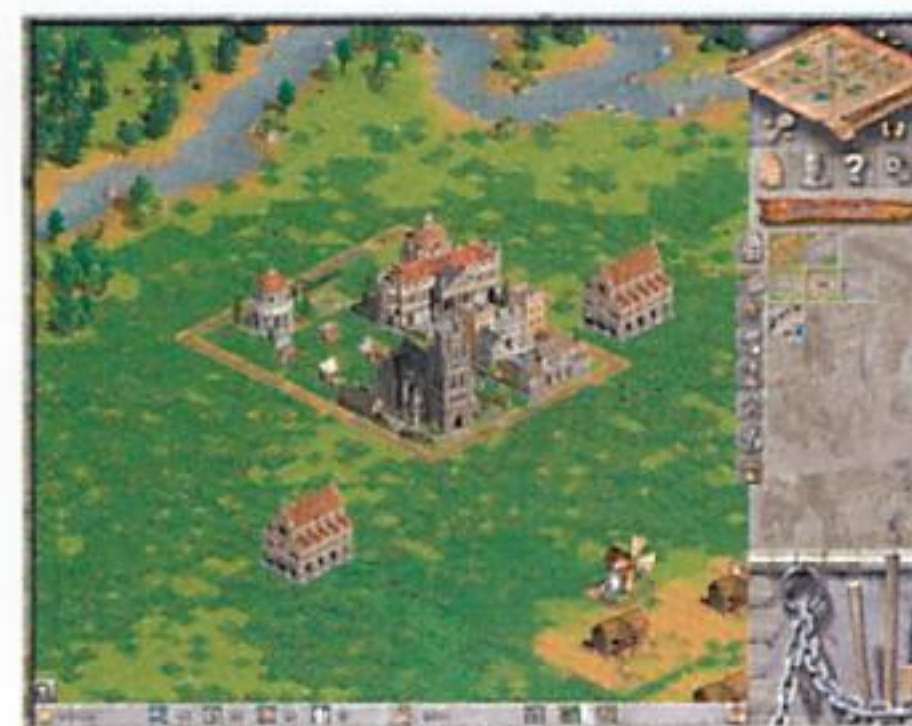
You will need to set up a massive new production chain for clothing if you want to supply an aristocratic city with 48 residential buildings.

4 new weaving mills and for this another 12 sheep farms or on jungle and prairie islands - 8 cotton plantations. A single well-placed and therefore effective fur trapper is enough to supply all four tailor shops with furs. He is well positioned near your lamp oil production on a tundra island, where you can use the existing transport route.

Notice

Of course, you don't have to place all the supply structures for the essential goods food and clothing right away, especially the food factories. Building an aristocratic city takes a long time anyway due to the high material requirements, so you still have plenty of time. In any case, you need at least one functioning tailor shop, otherwise the first aristocrats will disappear just as quickly as you placed them!

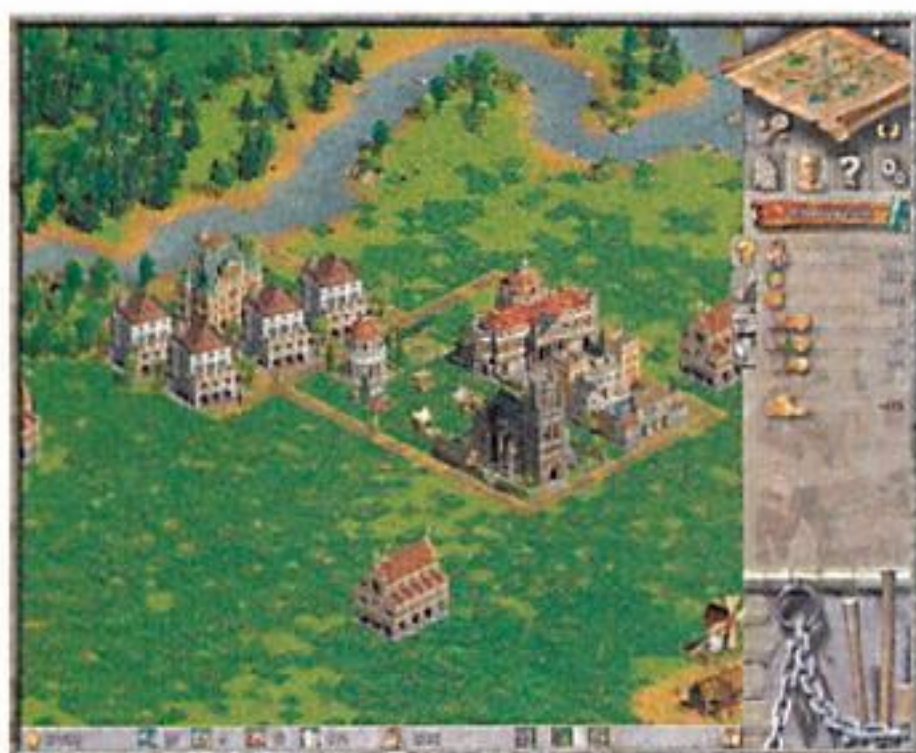
Then you start building the noble city. To do this, you start by designing the future city center by placing all the buildings required by the aristocrats there, namely: a church (or a chapel, which automatically counts as a church because of the church that the merchants have built), a bathhouse, a theater and a pavilion (in the park, with possibly other small park elements). In addition, the market stalls for food/salt as well as for clothing, wine and jewelry must be built in the city center. You can also leave out the stalls for wine and jewelry if you do not plan to offer these two goods anyway.



When building the aristocratic city, you start by laying out the city center by constructing the public buildings required by the aristocrats.

The settlement of aristocrats

At this point, you have created all the conditions for aristocrats to settle permanently. So gradually place individual aristocratic houses around the new city center, as mentioned in the tried and tested two-by-two block construction method. If you are not able to stick to this construction plan, it is not a big deal. Just make sure that you can place a total of 48 aristocratic houses and that each individual house has all of the center's public buildings in its catchment area, and in full! The aristocrats are very precise about their catchment areas, i.e. if even just one corner of the church or another public building is not within reach of an aristocratic house, the respective building requirement is considered not to be met and the number of inhabitants in the aristocratic house in question will inevitably drop to zero.



Once you have prepared sufficient supplies for the aristocrats, you can start placing aristocratic homes.

As mentioned, the construction of the aristocratic city will be very slow, as you will need a lot of building materials for each individual aristocratic house. If your account balance allows it, you can increase the wood and brick production in this phase to speed things up. However, if you build your aristocratic settlement on a separate island, you will probably not produce any tools, bricks or wood there and will first have to organize a large-scale transport of goods to bring in the required building materials.

Whatever happens, your noble city will eventually be finished with 48 aristocratic houses (see the illustration below). At this point, your balance should be clearly positive (approx. 1,000 gold pieces), even if you have only sold food and clothing to the nobles up to this point.



As is well known, the plague cannot be kept out even with golden locks, and it can even be brought into your aristocratic city. That is why you absolutely need a medic building. If you do not have one,

If you have more space in the center so that the healer's sphere of influence includes all the aristocratic houses, simply place two medic buildings at the corners of the settlement.

The optional supplies

If you have already set up an aristocratic city with 48 aristocratic houses and thus 1,440 nobles live with you, it would be downright negligent not to also offer them the optional necessities of wine and jewelry. After all, this is the only opportunity to set up these market stalls in a useful way.

First, take care of the wine requirements. If your aristocratic city was built on a northern, prairie or steppe island (grapes are very fertile in these climate zones), you can of course set up the wineries directly on site. Just make sure you choose a location with 100% fertility for wine. To supply 1,440 aristocrats with grape juice, the production of a total of 5 wineries is sufficient. Although you will not overproduce with this equipment (and this is not necessary), the requirements are almost 100% met in all 48 aristocratic houses. Sales are accordingly good and despite the high maintenance costs for the wineries, you make very good profits from sales.



You can make good profits by pressing wine at wineries and then selling it to your aristocrats.



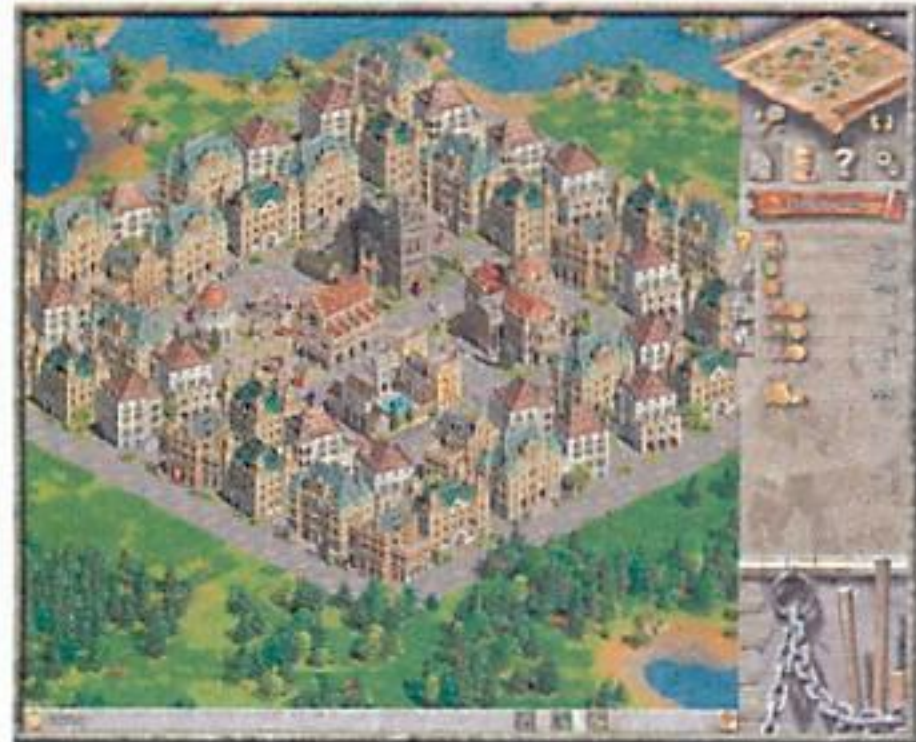
As far as jewelry is concerned, it is much harder and more complex to produce than wine production. The problem is simply that you need precious stones and gold as input raw materials for jewelry - and these deposits are very rare (see, The generation of island worlds in an endless game). Often they are already occupied by other players, so you would have to gain access by force.

The optimized production chain for jewelry consists of 1 gem mine, 1 gold mine and 1 goldsmith. You should build the same number of these three facilities. So build the same number of gold and gem mines (on steppe and jungle islands) and remember that you can place more than one mine on one deposit (see figure below). Then build the same number on your aristocratic island

of goldsmiths: for example, if you have two gold mines and two gemstone mines, you also have two goldsmiths. Another alternative may be foreign cultures that trade jewelry. Buying gemstones and gold from the traveling merchants is usually not a success. You should not set up more than three such jewelry production chains, however, as you will then no longer be able to sell everything to your 1,440 aristocrats, i.e. you will be overproducing (which you can also offer to the free merchants). With the jewelry, you ultimately have a commodity that you can sell to your aristocrats, who are always in need of glitter, for 'expensive gold' and which will bring you big profits.



With gold and gemstone mines as well as corresponding goldsmiths, you can also offer your aristocrats the profitable commodity of jewelry.



With such an aristocratic city, in which you offer the nobles all the goods they need, you will record a big plus in your overall balance sheet!

The magnificent buildings of the aristocrats

As soon as a certain number of aristocrats have settled in your city, further prestige buildings and magnificent buildings will be unlocked in the construction menu. Most of these buildings are neither particularly cheap to build nor to maintain and are primarily used to show off your wealth.



Cathedral

Cathedral

Once you have 600 aristocrats (which corresponds to a minimum city size of 2,500 inhabitants), you can build a cathedral. The cathedral is the ultimate place of worship in ANNO 1503. Take good care of it, as you can only build one cathedral in the course of a game.



The castle

The castle

After you have gathered 1,000 aristocrats on your island, you will have the opportunity to build your own castle. In ANNO 1503, the castle no longer consists of a single, large building, but of a kit consisting of a main building and various outbuildings. These include wings, arcades and corner towers.

Like the cathedral, you can only place the main building once in the game. You can also only build four outbuildings at the beginning. These are then deactivated in the construction menu. Once you have 2,000 aristocrats, you will receive four more outbuildings, and once you have 5,000 aristocrats (approx. 167 houses), the outbuildings will be permanently unlocked.

Name	Cost of tools	Wood	Stones	marble	maintenance
cathedral	12,000	40	30	60	30
Castle main part	15,000	40	15	50	20
wing	5,000	30	10	30	15
Corner tower	5,000	30	10	30	15
Bogenelement	3,000	30	10	30	15

Construction costs

Aristocrats	effect
From 600	cathedral
From 1,000	main part of the castle + 4 outbuildings
From 2,000	+ another 4 outbuildings
From 5,000	+ any number of outbuildings (permanently unlocked)

Requirements

Tip

Since you can only build both the cathedral and the main building of the castle once in the game, you should save the game to be on the safe side, before placing these two buildings.

The further course of the game

If you have successfully designed an endless game as described, it is of course not necessarily over. You now have 3,456 inhabitants (assuming you have kept to the recommended number of houses each time) and you are satisfied with a positive balance (1,000 to 2,000 gold pieces or even more). Of course, you can now plan further cities, using the tried and tested procedure again.



The actions in the aristocratic phase.

Overview of building requirements for the tutorial

At the end of this tutorial, you will receive an overview from which you can see all the required goods production for the individual phases of population development as described in the previous sections.

mentioned and explained. Simply use this overview for your endless games so that you always have a compact overview of the necessary goods production for each civilization phase.

Note on the aristocrats: Fabrics and furs are raw materials for clothing production.

Icon	Name	Name	Pioneers	Settlers	settler citizens		Citizens	merchants	Aristocrats
		houses	24	24	40	40	48	48	48
		Resident	192	360	600	1,120	1,344	2,016	1,440
	food	1 hunter	1	1	1	1	1	1	--
	food	2 cattle farms + 1 butcher shop	--	1	1	2	2	2	--
	food	4 grain farms + 2 mills + 1 bakery	--	--	--	1	1	2	+ 2
	leather	1 hunter + 1 tanner	1	1	1	1	1	1	--
	Fabrics (weaving room)	2 sheep farms + 1 weaving room	1	--	--	--	--	--	--
	Fabrics (weaving)	3 sheep farms (or 2 cotton plantations) + 1 weaving mill	--	1	1	2	2-3	3	+ (3-4)
	Salt	1 Salzmine + 1 Saline	--	--	--	1	1	1	--
	alcohol (potato farm)	1 potato farm	2	2	2	--	--	--	--
	alcohol (hops/sugar)	2 hop farms + 1 brewery or 2 sugar cane plantations + 1 rum distillery	--	1	1	3	4	4	--
	Tobacco products	2 tobacco plantations + 1 tobacco distributor	--	1	2	3	3	4	--
	Spices	1 spice plantation	--	2	2	3-4	4	6	--
	lamp oil	1 whaler + 1-2 transshipments	--	--	--	1	1	1-2	--
	Silk fabrics	2 silk plantations + 1 dye tree plantation + 1 dyeing factory	--	--	--	2	2	4	--
	Furs (for clothing)	1 Pelzjäger	--	--	--	--	--	--	(+ 1)
	Clothing	1 tailor shop	--	--	--	--	--	--	+ 4
	Jewelry	1 gold mine + 1 gem mine + 1 goldsmith	--	--	--	--	--	--	+ 2-3
	Wine	1 Weinplantage	--	--	--	--	--	--	+ 5-6

CHAPTER 2

Introduction to the game world and general strategies

After the basic course from the step-by-step tutorial, we will now take a closer look at the individual elements of the game. Join us as we delve deeper into the subject matter when it comes to climate zones, island worlds and cultures. You will learn the rules of production and receive useful tips on the subject of goods requirements and sales. The section on research will already tell you about the exciting System A of upgrades. SUNFLOWERS will be releasing a suitable update for this shortly. Saracene

All combative conquerors will get their money's worth in the last sections. Here you will find everything about Ret land and sea battles, military units, controls, SOLITUDU pirates and computer opponents.



NeoBandit777

The climate zones



Polar



Tundra



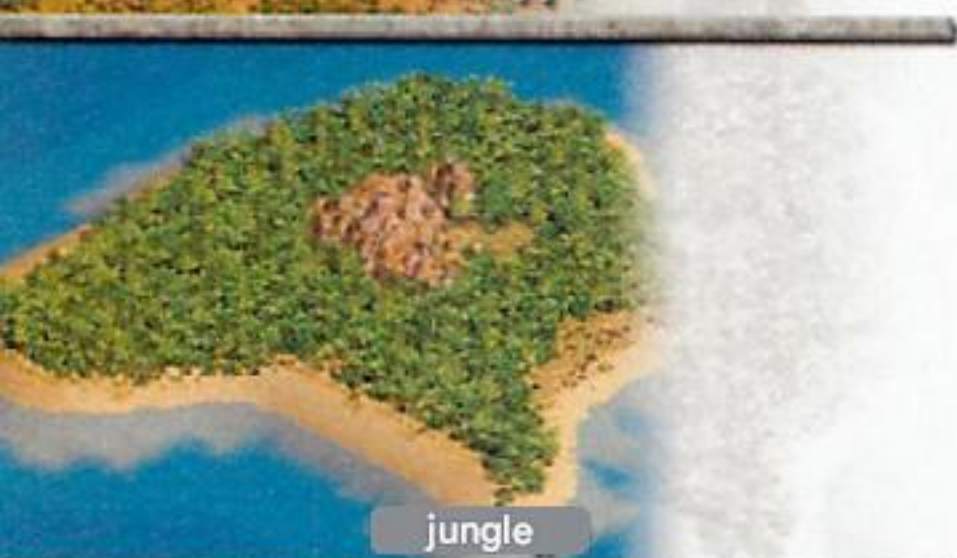
north



Prairie



Steppe



jungle

1 In ANNO 1503 there are a total of six different climate zones, on which depend which mineral resources you can discover, which flora and fauna there are and which native tribes you find.

In the endless game, the islands are usually arranged in such a way that the distribution of the climate zones corresponds to the natural arrangement on Earth (for example on the American continent) in the area between the North Pole and the Equator.

From north to south there are these zones:

- 👑 Polar
- 👑 Tundra
- 👑 North
- 👑 prairie
- 👑 Steppe
- 👑 jungle

Danger

This arrangement of the climate zones on the map only applies to the endless game! In the individual scenarios, the climate zones can be distributed as desired, and not all of them have to be represented on one map.

Apart from the polar region, you can usually only roughly decide at first glance what climate prevails on a particular island. Many plants and animals occur in more than one area, so the graphical differences between some climate zones are fluid. The islands of the 'Tundra' and 'North' regions, for example, come from the same island pool, so it can happen that you come across two islands that look the same in one game, one of which has a northern climate and the other a tundra climate. The same applies to the southern climate zones 'Steppe' and 'Jungle'.

As soon as your ship gets close enough to an island, the info bar at the bottom of the screen will show the crops that grow there (e.g. wine, tobacco or cotton) and their fertility. Because each climate has its own combination of cultivation options, you can most reliably determine the climate of an island from this information.

Climate map

Polar

Tundra

North

prairie

Steppe

jungle



Cultivation options

Mineral resources

Animals

Polar

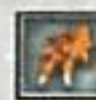
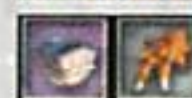
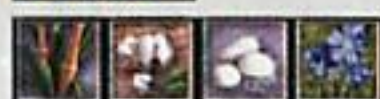
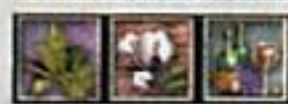
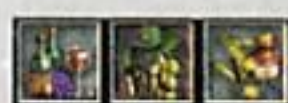
Tundra

North

prairie

Steppe

jungle



This overview map shows the natural distribution of climate zones in an endless game.

Since there are no significant opportunities for agriculture on polar and tundra islands, it is not an error if no symbols are displayed there.

climate	Special crops					
Polar	---					
Tundra	---					
North		Wine		hop		Medicinal herbs
prairie		tobacco		Cotton		Wine
Steppe		spice		Wine		
jungle		sugar cane		Cotton		silk
						Indigo

You can easily distinguish between the individual climate zones based on the special cultivation options.



Aside from the crops, the different climate zones also differ significantly in terms of other natural resources. Sometimes you can determine the climate of an island based on the animals you see walking around there. For example, most of the countless different animal species in ANNO 1503 can only be observed in one or two very specific climate zones. These include moose and arctic foxes, which you can find in the tundra but not in the northern temperate climate. Some of them also have economic importance (game, fur-bearing animals, whales). In general, the fauna can be divided into the following groups according to their relevance for the construction of settlements:



In this tundra landscape you can see representatives of all three economically interesting animal classes: game (deer), fur-bearing animals (polar bears) and whales.

Decorative animals (e.g. parrots and flamingos) just look nice and have no other effect on the game.

- 👑 Predators (e.g. wolves, lions, tigers) can attack and kill other animals.
- 👑 Game (e.g. deer, stags, antelopes, elk, elephants) can be killed by a hunter for food; the animal skins are then processed into leather.
- 👑 Fur-bearing animals (e.g. silver foxes, snow hares, polar bears, cheetahs) are extremely rare and are only found in the climatic zones 'polar', 'tundra' and 'steppe'. The furs obtained by a fur hunter can be processed together with fabric to make clothing for aristocrats.
- 👑 Whales are generally only found in the northern regions, 'Polar' and 'Tundra'. They serve as prey for whalers. They are used to obtain whale blubber, which can be processed into lamp oil (for citizens and merchants) in the trans-sea industry.

Icon	Name	Polar	tundra	northern	prairie	Steppe	jungle
	fur animals (furs)	X	X			X	
	Wale (Walspeck)	X	X				

Economically usable animals according to climate zones.

Mineral resources are among the rarer resources and are usually only found on a few islands. They must first be discovered by a scout before they are displayed as rotating symbols. While you can basically find iron ore in the mountains of all climate zones, all other deposits are climate-dependent and cannot be found on every island. They are

- 👑 Salt,
- 👑 Marble,
- 👑 gold and
- 👑 Gemstones.



The scout has found a rare gemstone deposit.

Icon	Name	Polar	tundra	northern prairie	Steppe	jungle
	Salt		X	X		
	Marble			X		
	Gold				X	X
	Gemstones				X	

Rare mineral resources (mining) according to climate zones.

The fact that the resources you can find depend on the climate means that for certain products, in addition to the



The prices for consumer goods at individual market stalls depend on the climate zone.















production costs, additional expenses for longer transport routes are necessary. In ANNO 1503, this circumstance is taken into account by allowing goods from other climate zones to be offered at higher prices on the domestic market. (More detailed analyses of the price system can be found further down in the section on 'Trade and Economy'.)

Icon	Name	Base price	Tundra	Nord	prairie	Steppe	jungle
	food	45			+ 5	+ 5	+ 5
	Salt	30	+ 5		+ 5	+ 5	+ 5
	substances	65	+ 5	+ 5	+ 5	+ 5	
	leather	70					
	alcohol	50			+ 5	+ 5	+ 5
	Tobacco products 75		+ 5	+ 5		+ 10	+ 10
	Spices	60	+ 10	+ 10	+ 10		+ 5
	Lamp oil 85						
	Silk fabric 85		+ 5	+ 5	+ 5	+ 5	
	Clothing 130			+ 5	+ 5	+ 5	
	Jewelry	190	+ 5	+ 5			
	Wine	70					

The different surcharges for essential goods reflect the respective cultivation options and deposits of mineral resources in the climate zones and partly offset the transport costs. (The two easiest levels of difficulty also receive an additional price bonus on certain goods.)

You are not alone in the New World of ANNO 1503. Depending on the scenario, you will encounter three to five of the nine native cultures in the endless game and in some missions, who are not only cute to look at, but sometimes

They also make useful partners for bartering. Each culture has its own habitat, which can extend over one or two climate zones. (More information on the topic of cultures can be found in the following section.)

climate		cultures			
Polar					
		Eskimos			
Tundra					
		Mongols			
North					
		Mongols	Indianer		
prairie					
		Indianer			
Steppe					
		African	Bedouins	Mauren	Polynesier
jungle					
		African	Aztecs	Mauren	Polynesians

Introduction to the individual climate zones

The Polar Region



The polar region is completely barren and unsuitable for growing crops of any kind or founding a city. However, it offers the best conditions for whaling, fishing and hunting fur-bearing animals. Whale blubber serves as raw material for the production of lamp oil, which is needed for the population to rise from citizens to merchants. The furs of polar bears can be processed together with fabrics to make clothing for aristocrats.

The Polar Region

General useful plants:	no
Special usable areas:	no
Mineral resources:	Ore, bricks
General fertility:	no
Wildlife:	
Hunting game:	?
Furry animals:	seals, penguins, polar bears
Whales:	whales
Other:	fin whales, killer whales, sea lions...

If you ever try to settle a maximum population in the island world, sooner or later the space for agricultural production will become scarce and it may be worthwhile to maintain fishing colonies on the polar islands to obtain food.

Cultures:

Icon	Name	Trade icon	Name
	Eskimos	Requirement 	substances
		Offer 	lamp oil

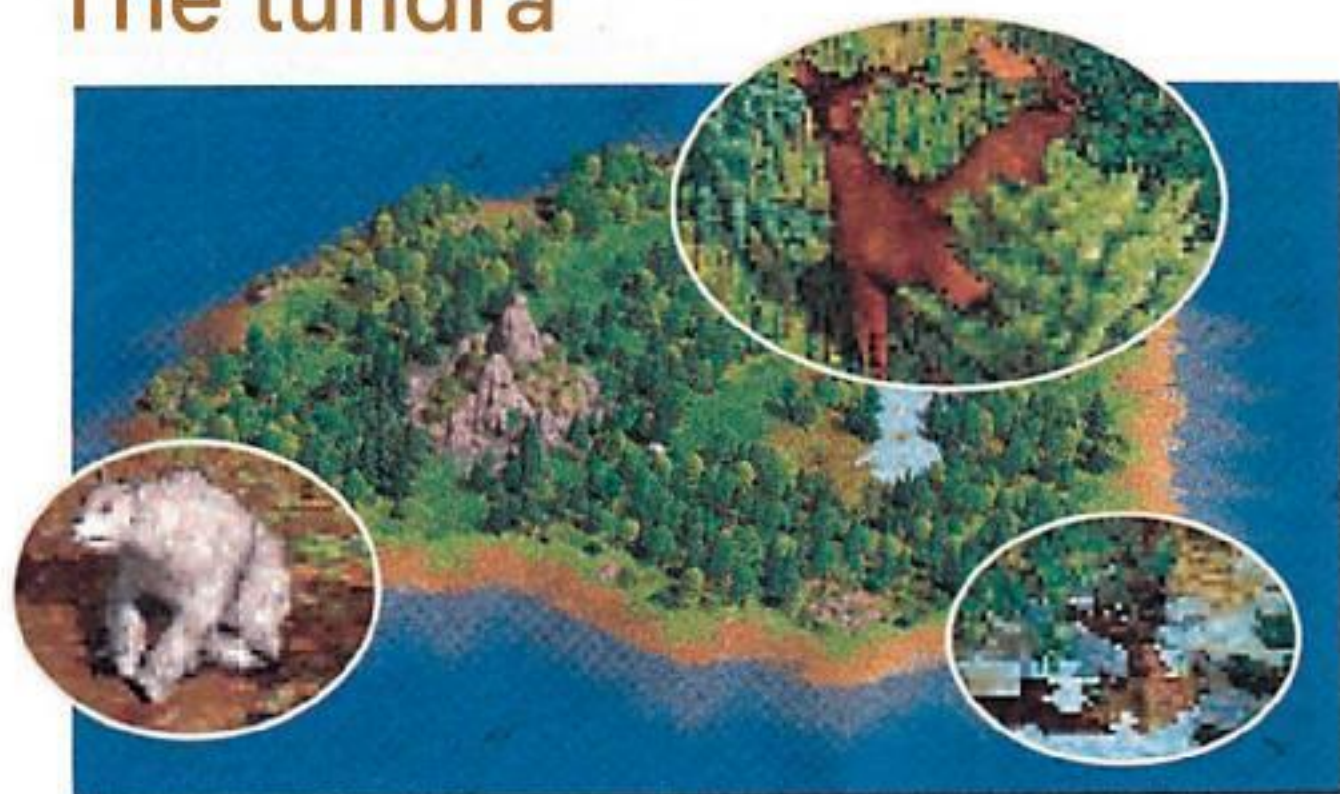
Barter with the Eskimos (standard).

Special resources

Icon	Name	Available from	Occurrence icon	Final product	Meaning
	Walspeck	600 citizens	whales		lamp oil Commodity of Advancement: Citizens - Merchants
	Furs	1,100 merchants	fur animals (seals, polar bears)		Clothing aristocratic necessities

In the polar region you will often come across Eskimo villages that live from whaling and fishing. In the endless game, Eskimos trade fabrics for lamp oil.

The tundra



Graphically, the tundra resembles the northern temperate climate with dense fir forests and green meadows.

Only occasionally do you come across barren, polar-like areas with ice and snow in the tundra.

tundra does not offer any special crops, but is suitable for hunting and forestry, as well as the cultivation of grain, potatoes, hemp or sheep and cattle breeding (basic production). In the mountains you can find ore and salt deposits. The numerous silver foxes in the forests are ideal for a fur hunter, and large herds of whales usually frolic along the coast.

The tundra is not a good location for a city - there is no way to produce alcohol effectively and on a large scale, and the southern islands with tobacco and spices are too far away. Unless you are lacking salt or ore, you should only build an outpost once you reach the middle class or merchant class.

who specialized in whaling (lamp oil) and furs. Mongolians often settle in the dense forests of this climate zone and trade iron for alcohol.

The tundra

General useful plants:	pasture, trees, potatoes, hemp, grain
Special usable areas:	no
Mineral resources:	Ore, bricks, salt
General fertility:	good to very good - if you apart from occasional patches of snow.
Wildlife:	
Hunting game:	Moose, deer
Furry animals:	Silver foxes, polar bears, Arctic hares
Whales:	whales
Other:	Bears, ravens...

Cultures:

Icon	Name	Trade	Icon	Name
	Mongols	Requirement 		alcohol
		Offer 		iron

Barter with the Mongols (standard).

Special resources

Icon	Name	The	Available from	Occurrence icon	Final product	Meaning
	Salt stone		125 pioneers	-		Salt Commodities: Pioneers to Merchants
	Walspeck		600 citizens	whales		lamp oil Commodity of Advancement: Citizens - Merchants
	Furs		1,100 merchants	fur-bearing animals (silver fox, polar bear)		Clothing aristocratic necessities

The northern temperate climate



The northern temperate climate is usually ideal for building a city, provided there is enough building space on the island and the right resources are available. With a bit of luck, you can find ore, salt and marble deposits in the mountains. With 100% growth for hops, mass production of alcohol, the most important commodity in ANNO 1503 after food, should not be a problem. The consistently fertile soils and dense forests are ideal for basic agricultural production.

The other two cultivation resources, wine and medicinal herbs, come into play late. Medicinal herbs can only be planted once you have researched the medic in school, and are used exclusively to combat the plague from the citizen phase onwards. In the merchant phase they are already vital for the survival of your city. Fortunately, due to the production properties of a medicinal herb plantation, you can produce with almost 100% effectiveness even with 50% growth for medicinal herbs and thus easily ensure a sufficient supply. Therefore, do not pay attention to the growth rate for medicinal herbs. Wine is purely a commodity for aristocrats and thus of no interest to all other classes of inhabitants. Icon

Since the northern temperate zone is relatively close to the center of the map (only the prairie zone is even more central), the supply routes can be kept short later in the game if the island is chosen correctly, which represents a logistical advantage.

In the easy endless game (Baron, Freiherr) the Venetians (traveling merchants) settle on

a small northern island. The Venetians trade in food, tools and other important goods that make starting in ANNO 1503 a little easier. Unlike the other cultures, they trade according to world market prices and do not engage in barter. Sometimes you will also come across Mongol villages and Indian tribes in this climate.

The northern temperate climate

General useful plants:	Pasture, trees, potatoes, Hemp, grain
Special usable areas:	wine, hops, medicinal herbs
Mineral resources:	ore, brick, salt, marble
General fertility:	very good
Wildlife:	
Hunting game:	deer, deer, Wild boars
Furry animals:	snow hares (very rare)
Whales:	no
Other:	Foxes, rabbits, wolves...

Cultures:

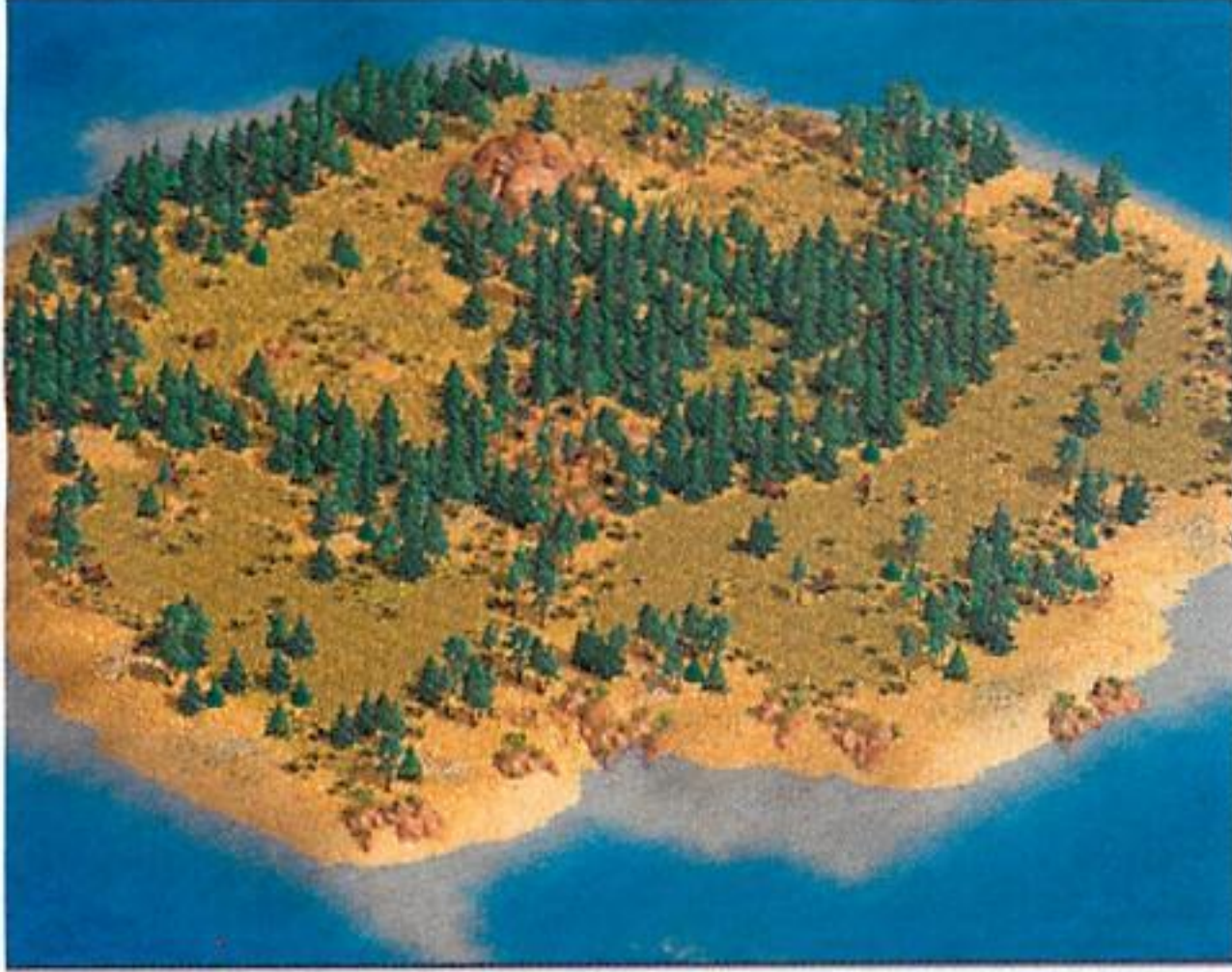
Icon	Name	Handel	Icon	Name
	Mongols	Requirement		alcohol
		Offer		iron
	Indians	Requirement		tobacco
		Offer		substances
	Venetians	The Venetians (free traders) trade on the world market against gold.		

The standard barter goods of the native cultures on the Northern Islands.

Special resources

Name	Available from	Icon	final product	Meaning
Salt stone	125 pioneers		Salt	Commodity Pioneers to Merchants
hop	360 settlers		alcohol	Important goods for pioneers and merchants
Marble	400 citizens		Marble	Ascension goods Citizens - merchants
Medicinal herbs	Research into medicine		Medicinal herbs	Medic
Wine	750 merchants		Wine	aristocratic necessities

The prairie



The climate zone 'prairie' runs from the west through the middle of the map to the east in ANA 1503. Prairie islands offer the best conditions for growing wine, tobacco and cotton. Depending on the island, you will find lush forests and fertile pastures, but these are repeatedly interrupted by dry areas, deserts and rocks.

Icon

Prairie islands have the advantage of being relatively centrally located on the map. The distances to the northern and southern climate zones are about equally short. The ability to grow tobacco directly on site allows a small settlement to quickly rise to the civilisation level of 'citizen' without having to settle other islands. From the citizen level onwards, cotton plantations are possible, which allow mass production of fabrics in a small area. Fabrics are needed by all population groups either directly or indirectly (aristocrats buy clothing made from fabrics and furs). Tobacco Wine

Because there is no possibility of large-scale alcohol production and because of the higher proportion of barren and dry fields, a prairie island is only partially suitable for building large cities. (While you can compensate for a shortage in the population's supply of materials with other goods, a shortage in the alcohol supply cannot be compensated for.) You therefore have to produce almost all of the goods you need on other islands and transport them to your city via trade routes. City building in this climate zone is therefore only recommended for advanced players.

The prairie

General useful plants: pasture, trees, potatoes, hemp, grain

Special usable areas: Tobacco, cotton, wine

Mineral resources: Ore, bricks

General fertility: good, with isolated dry or rocky areas

Wildlife:

Hunting game: Bison, gazelles

Furry animals: no

Whales: no

Other: rabbits, wolves, vultures

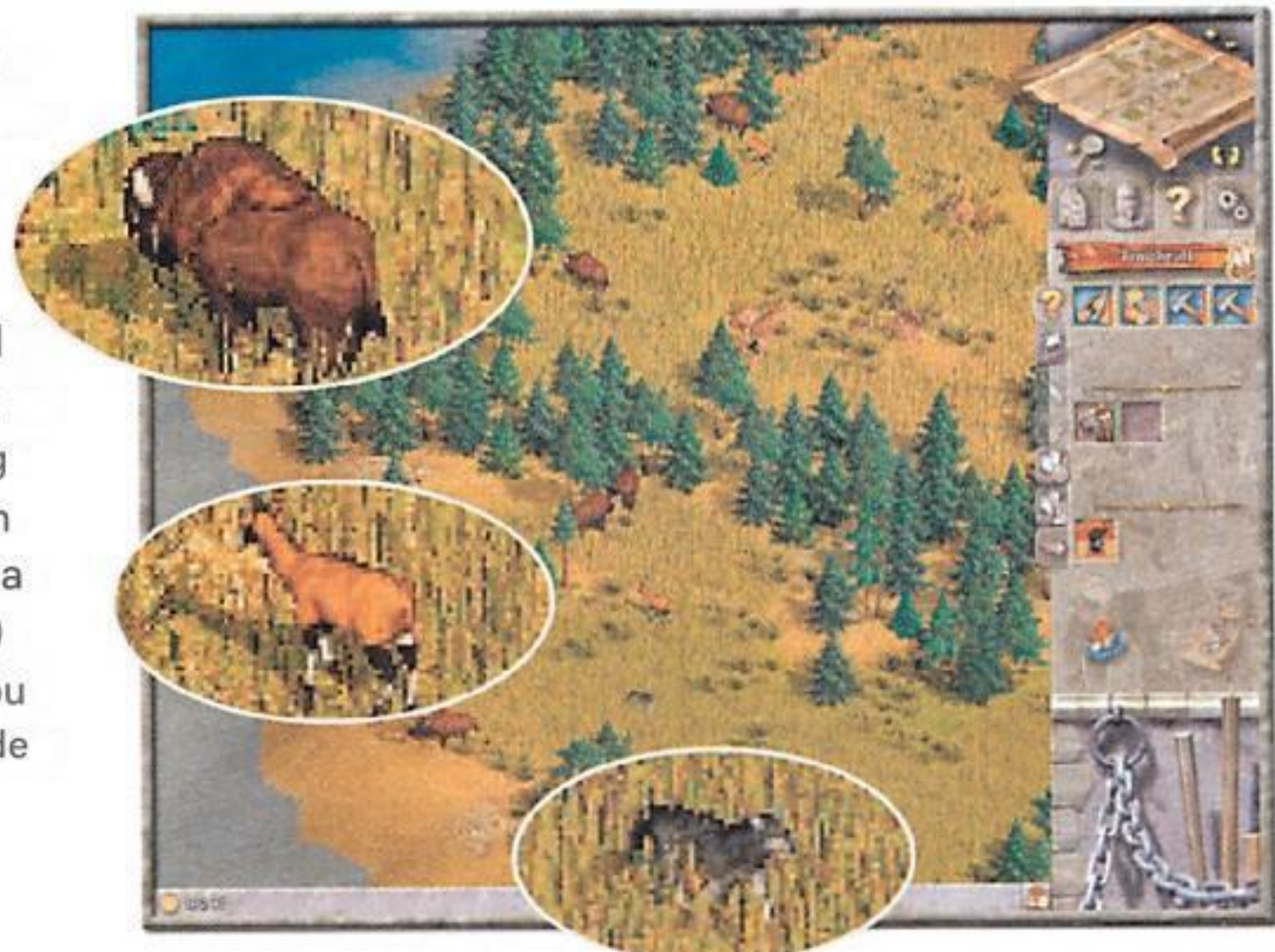
Cultures:

Icon	Name	Trade icon	Name
	Indians	Requirement	tobacco
		Offer	substances

Barter with the Indians (standard).

Special resources

Name	Available from	Icon final product	Meaning
Tobacco	80 settlers	Tobacco products	Ascension goods: Settlers -- Citizens
Cotton	200 citizens	substances	Commodity Pioneers (up to Aristocrats), Shipbuilding
Wine	750 merchants	Wine	aristocratic necessities



The steppe



The steppe corresponds to the dry, barren climate of Africa and the Middle East. Fertile soil is rare, and vast deserts dominate the landscape. On steppe islands you can grow spices and wine. Occasionally you will also find rich deposits of gold and precious stones in the rocky mountains, which you can use to make jewelry. Cheetah fur is needed to make aristocratic clothing.

The steppe is extremely unsuitable for initial settlement. The lack of fertile soil hinders the basic production of wood, food, fabrics, alcohol and other goods and thus makes development difficult. Settlement only makes sense if almost all goods are produced on other, more fertile islands. Nevertheless, you will find numerous native cultures in the steppe that trade.

Cultures:

Icon	Name	Trade icon	Name
	African	Requirement	tobacco
		Offer	Medicinal herbs
	Bedouins	Requirement	Salt
		Offer	Spices
	Moors	Requirement	Silk fabrics
		Offer	Gemstones
	Polynesians	Requirement	Salt
		Offer	Silk fabrics

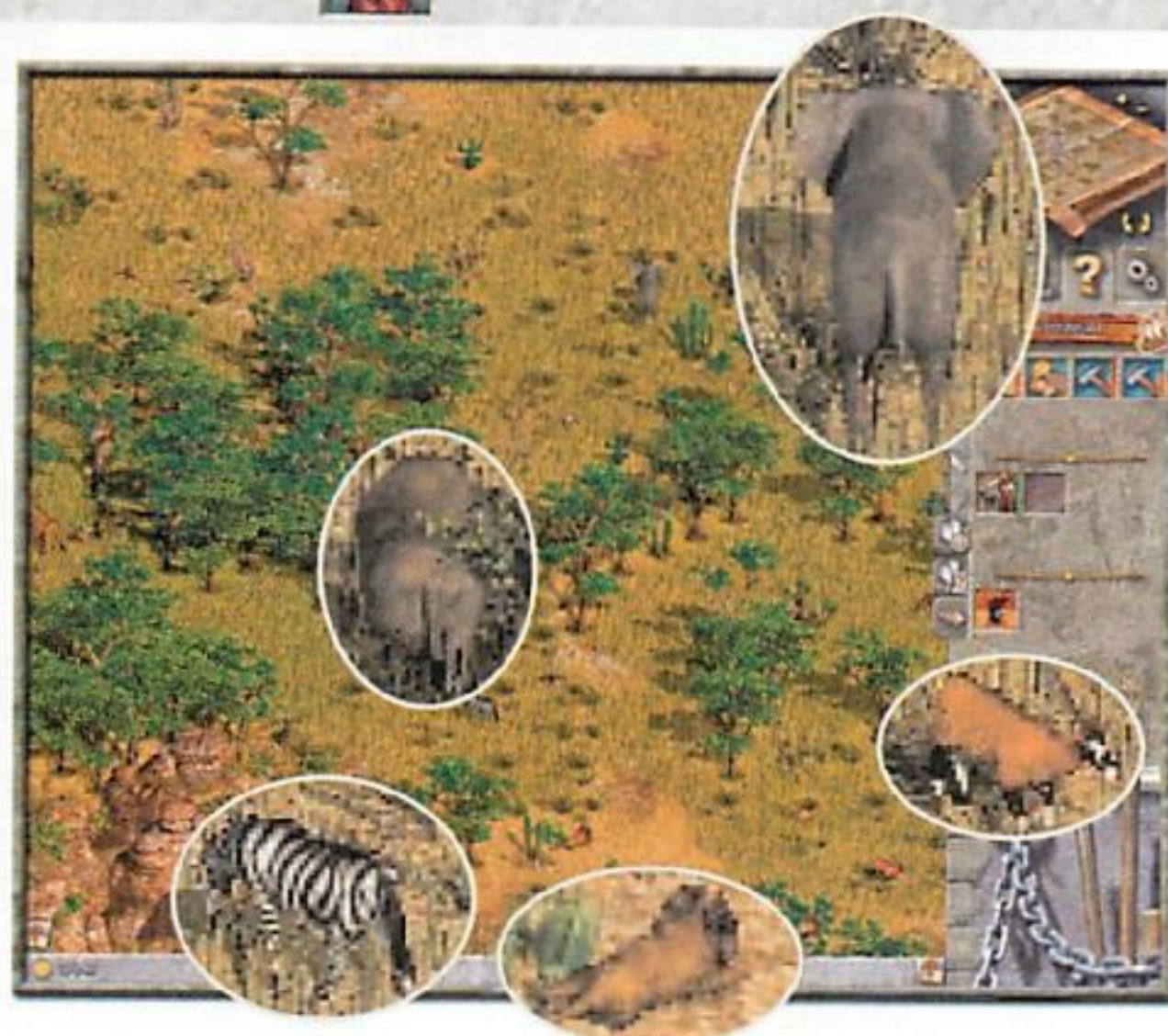
The standard barter goods of the native cultures on the Northern Islands.

Special Resources:

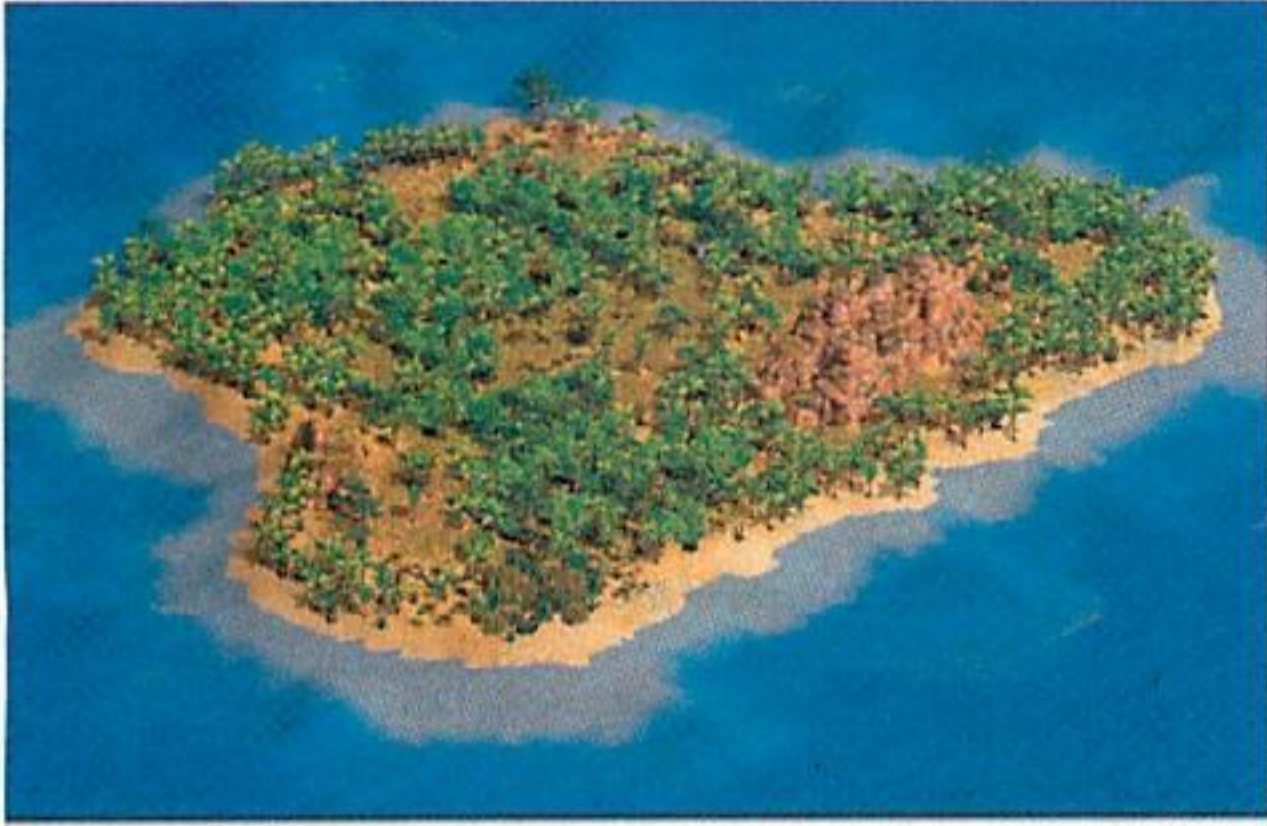
Icon	Name	Available from	Icon final product	Meaning
	Spices	80 settlers		Ascension goods: settler citizens
	Wine	750 merchants		aristocratic necessities
	Gold	750 merchants		aristocratic necessities
	Gemstones	750 merchants		aristocratic necessities
	Furs	1,100 merchants		aristocratic necessities

The steppe

General useful plants:	pasture, trees, Potatoes, Hemp, grain
Special usable areas:	Tobacco, wine
Mineral resources:	ore, bricks, salt, gemstones
General fertility:	occasionally good, but often extensive dry and rocky areas; deserts
Wildlife:	
Hunting game:	antelopes, gazelles, Rhinos, elephants, giraffes, zebras, buffalo...
Furry animals:	Cheetahs
Whales:	no
Other:	Goats, lions, vultures...



The jungle



The warm, humid climate of the jungle, along with the northern climate, is almost ideal for general agriculture, which accompanies the construction of a first city. The jungle offers fertile soil and the dense forests are ideal for hunting. However, you should keep your city small at first and quickly rise to the citizen status, as the true benefits of a jungle island only become apparent at this level. Only then can you grow sugar cane, cotton, silk and dyes, from which large quantities of alcohol, fabrics and silk can be produced. On some islands you can even find gold deposits in the mountains.

Before intensively settling on a jungle island, pay attention to the soil conditions. Some islands are so hilly that only agriculture and no urban development is possible on them.

Jungle islands are located far south of the map and can be of all sizes from small to very, very large. The transport routes between a jungle island and islands with tobacco and spices are usually relatively short. However, you have to travel further to reach islands with

salt deposits or whale grounds (lamp oil).

The cultures of the Africans, Aztecs, Moors and Polynesians can be found in the southern jungle regions.

The jungle

General useful plants:	Pasture, trees, potatoes, Hemp, grain
Special usable areas:	tobacco, cotton, silk, Dyes
Mineral resources:	Ore, brick, gold
General fertility:	very good
Wildlife:	

Hunting game: Water buffalo, gazelles, Elephants

Furry animals: no

Whales: no

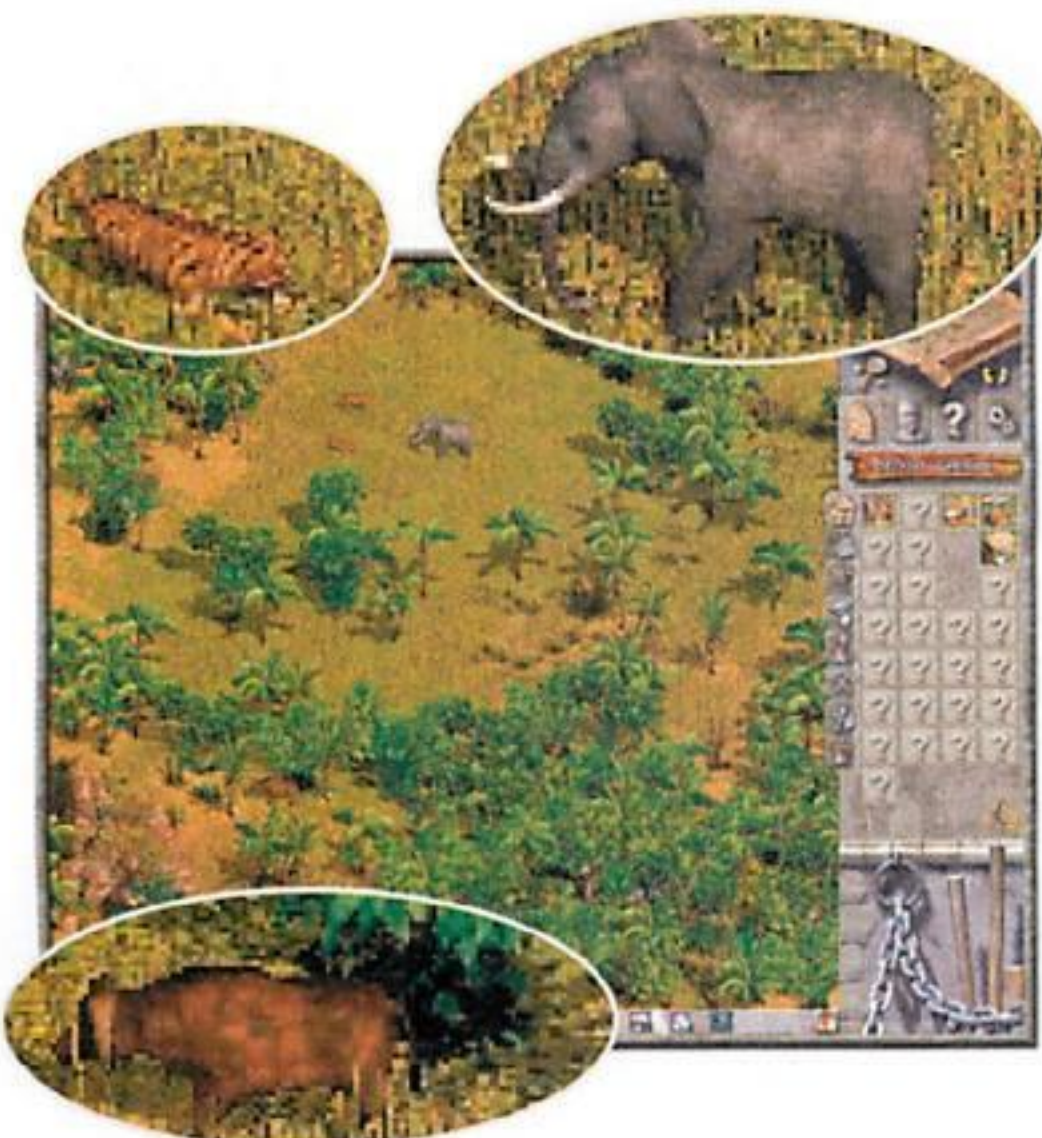
Other: Hummingbirds, tigers

Cultures:

Icon	Name	Trade	Icon	Name
	African	Requirement		tobacco
		Offer		Medicinal herbs
	Aztecs	Requirement		Spices
		Offer		Gold
	Polynesians	Requirement		Salt
		Offer		Silk fabrics
	Moors	Requirement		Silk fabrics
		Offer		Gemstones

Special Resources:

Icon	Name	Available from	Icon	final product	Meaning
	Sugarcane	200 citizens		alcohol	Necessary goods Pioneers to merchants
	Cotton	200 citizens		substances	Commodity Pioneers (up to Aristocrats), Shipbuilding
	silk	400 citizens		Silk fabrics	upwardly mobile citizen - merchant
	Dyes	400 citizens		Silk fabrics	upwardly mobile citizen - merchant
	Gold	750 merchants		Jewelry	aristocratic necessities



The importance of climate zones for the individual stages of civilization

As you have seen above, each climate zone has its own advantages and disadvantages, as well as its own special resources that become important for the production of necessities at a certain point in the game. This automatically entices the player to take a world tour through the different climate zones of ANNO 1503 over time.

👑 At the beginning, as pioneer settlements, the cities could easily support themselves in every climate zone (except the polar region) by producing fabrics from sheep's wool and using potato schnapps as alcohol. Food and leather are also available in all climate zones.



👑 Although salt is only found in the 'Tundra' and 'North' zones, it is not yet so important at this time.

👑 However, from the 'Settler' level onwards you must expand and settle in the steppe and the prairie to grow tobacco and spices. In the northern climate, cheap



👑 alcohol can now be produced in large quantities using hops, which can satisfy a large population.

👑 In the citizen phase, the jungle becomes important for the first time, as the production of alcohol from sugar cane, cotton fabrics and silk fabrics is now permitted there.

👑 The polar region and tundra become attractive due to whaling and the production of lamp oil.

👑 The northern climate provides medicinal herbs to combat the plague and has a monopoly on marble, without which no advancement to the merchant ranks is possible.

👑 At the merchant civilization level, there are no new needs compared to the citizen phase.

👑 Many of the raw materials for the aristocrats' necessities are best produced on a steppe island, but all other climate zones also contribute a small portion of the raw materials and necessities.

👑 They continue to rely on marble, which is only found in northern climates.

👑 The most important goods for aristocrats are food and clothing (made of fabrics and furs). Wine and jewelry (made of gold and precious stones) are not quite as important and mainly contribute to improving the balance sheet.



	Pioneers	Settlers	Citizens	merchants	Aristocrats
climate					
Polar					
Tundra					
North					
prairie					
Steppe					
jungle					

Suselwelten in the endless game

Orders of magnitude

Both the large sea map and the individual islands of ANNO 1503 are laid out as a chessboard-like grid that is divided into many small square fields. If you plant a tree, for example, exactly one of these fields is changed. A normal business has three by three squares, a residential building four by four squares. For comparison: a completely normal chessboard has $8 \times 8 = 64$ fields. In ANNO 1503 you could just about build a block of four residential buildings on it; the area here corresponds roughly to the catchment area of a farm. Typical islands are of a completely different size:

- 👑 very small: 64×64 fields
- 👑 small: 80×80 fields
- 👑 medium: 128×128 fields
- 👑 large: 256×256 fields

64×64 means that the island, including the coastal regions and the surrounding water areas, is defined within a square with an edge length of 64 fields. If it is used in a game, the entire island square is simply inserted into the sea map at a position previously determined by the scenario. Even the smallest island therefore covers an area of 64 times as many fields as a game board with chess pieces. In purely mathematical terms, you could build a gigantic block of flats made up of 256 houses on this area alone (without roads and other buildings). The largest type of island is 16 times as large as the smallest and thus corresponds to an area of 4096 houses. However, since no island consists entirely of building land, but also has mountains, coastal areas and bodies of water, the largest possible building area is always much smaller than the total area, of which:

Typical map sizes for the missions, the campaign and the endless game are:

- 👑 small: 512×512 fields
- 👑 medium: 800×800 fields
- 👑 large: 1024×1024 fields

A small map therefore has the size of four large islands. In a large island world with dimensions of 1024×1024 fields, there is theoretically room for 16 large, 64 medium or 256 very small islands.

Model worlds with climate zones for the endless game

ANNO 1503 offers you various endless scenarios, which already at first glance differ in difficulty level, size of the island world, number and size of the islands, number of raw material deposits, cultures and opponents as well as many other details.

If you wanted to start two new games that were both based on the same scenario, you would usually get two completely different island worlds that would only prove to be similar after some statistical surveys. In contrast, the island worlds of a certain campaign mission are exactly the same every time you start a new game.

Each of the eight endless scenarios is based on a fixed pattern, the so-called scenario mask, which determines the size of the island world and the exact position, size and climate of all generated islands. (Mineral resources, special resources, treasures, cultures, etc. are distributed separately.) According to this pattern, a map is created at the beginning of an endless game on which islands from the ANNO 1503 island pool are randomly placed within the framework of the specifications. Since there are many different versions of each size and climate in this island pool, no two endless games will probably be the same, even if you repeatedly select the same scenario. However, the basic pattern of an endless scenario remains the same, as already mentioned. The following overview shows which general conditions apply to each of the eight scenarios.

scenario	Baron Baron Count Duke Prince King Emperor Imperator							
Size of the island world	A	A	A	A	b	A	A	b
Difficulty level	*	*	**	***	***	***	****	****
Number of computer opponents	4	4	4	4	3	4	4	3
total number of islands,	27	27	27	28	23	27	28	25
North								
large (256 x 256)	2		2			2		
medium (128 x 128)	4		4	3		4	2	
small (80 x 80)	3	2	2	1	1	2	1	2
very small (64 x 64)	1		1			1		1
Jungle large (256 x 256)								
medium (128 x 128)	1	4	1	4	3	1	4	2
small (80 x 80)	2	3	2	3	2	2	3	2
very small (64 x 64)	2		2			2		2
prairie								
medium (128 x 128)	3	2	3	2	2	3	2	
small (80 x 80)	1	2	1	2	2	1	2	3
very small (64 x 64)				1	1		1	2
Steppe								
large (256 x 256)								
medium (128 x 128)	3	2	3	2	2	3	2	
small (80 x 80)	1	4	1	4	3	1	4	3
very small (64 x 64)	1		1			1		2
Tundra								
large (256 x 256)								
medium (128 x 128)	1	1	1	1		1	1	
small (80 x 80)	2	1	2	2	2	2	2	2
Polar								
medium (128 x 128)								
small (80 x 80)	2	1	2	1	1	2	1	1
very small (64 x 64)	1	1	1	1	1	1	1	1

Size of the island world A 1024 x 1024 B 800 x 800

The different composition of the island worlds in the eight endless scenarios.

As you can see from the overview, the specifications are repeated quite regularly in each difficulty level. Only the data in the Prince and Emperor scenarios are a little out of line: In these models, the island worlds are smaller and there are fewer computer opponents.

Although the basic conditions are similar (number of islands, etc.), the individual scenarios differ in their execution (placement of the islands, etc.), i.e. each of the eight game levels has its own pattern according to which the islands are grouped in individual cases. To make it easier for you to analyze these regularities in island placement, you will find the corresponding pattern for each endless scenario below. Using these patterns, you can immediately determine where you will find which climate zones in your endless games. Although you can also find out the climate zone for each island by looking at it in person (at least if you already have some experience), if you use the following models, it will be easier and the location will always be clear. This will allow you to choose your favorites for founding a city in advance.

The Venetian islands in the endless game are an exception to all position specifications. While all other islands (as known from ANNO 1602) are defined by square placeholders, the cities of the free traders are fixed from the start in the mask for the two easiest endless games, 'Baron' and 'Freiherr'. They can therefore be found in the same position near your starting point in each of the two endless variants and always look the same within a scenario.



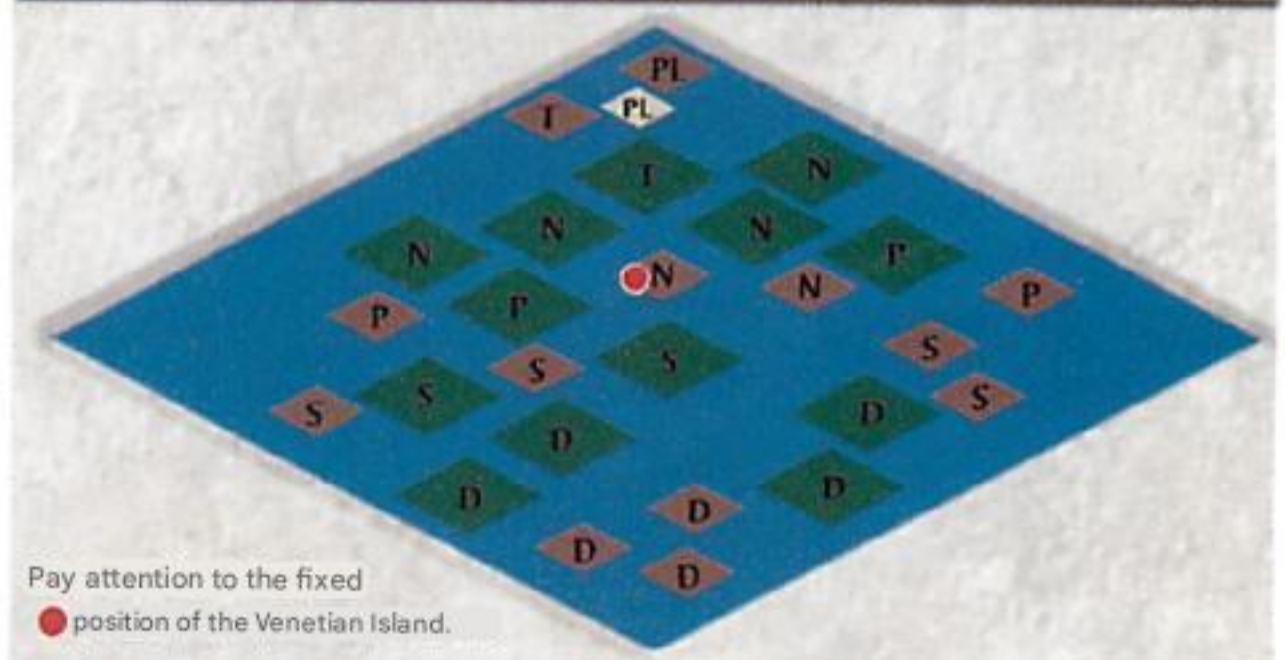
This island with a Venetian trading post has already been placed in the mask for the endless game 'Baron'.

Island sizes:	Cultures:
= big	<i>Polar</i>
= medium	<i>Tundra</i>
= small	<i>North</i>
= very small	<i>prairie</i>
	<i>Steppe</i>
	<i>jungle</i>

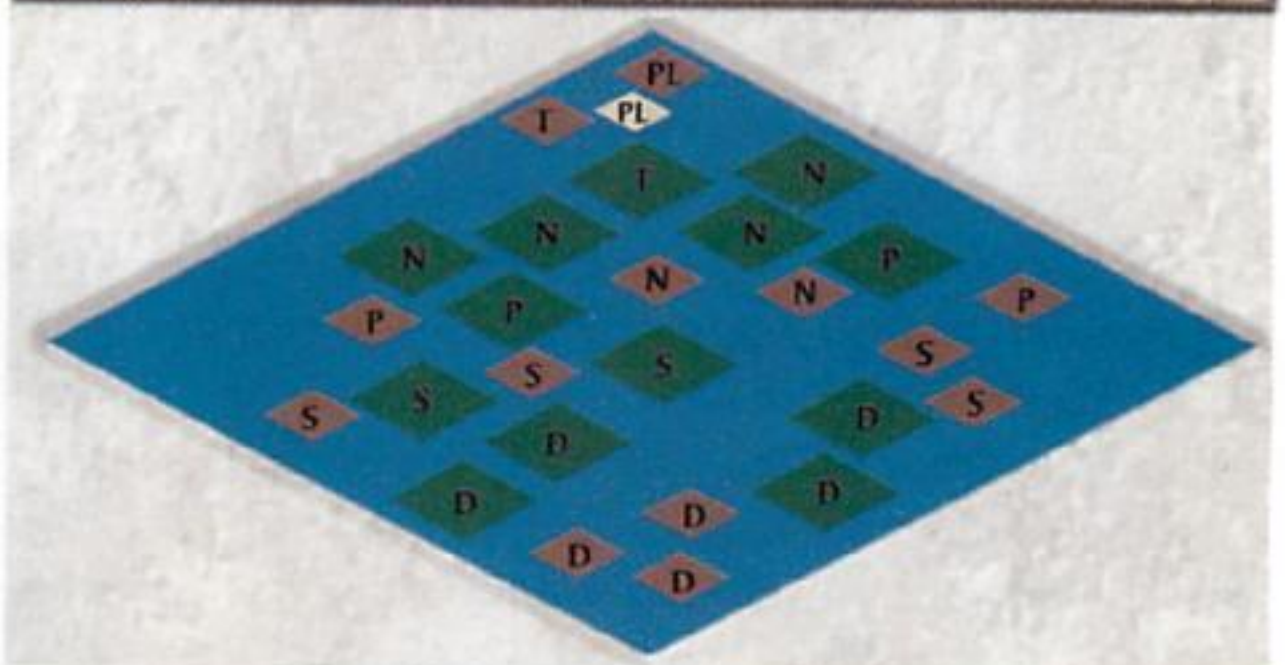
Island pattern scenario Baron



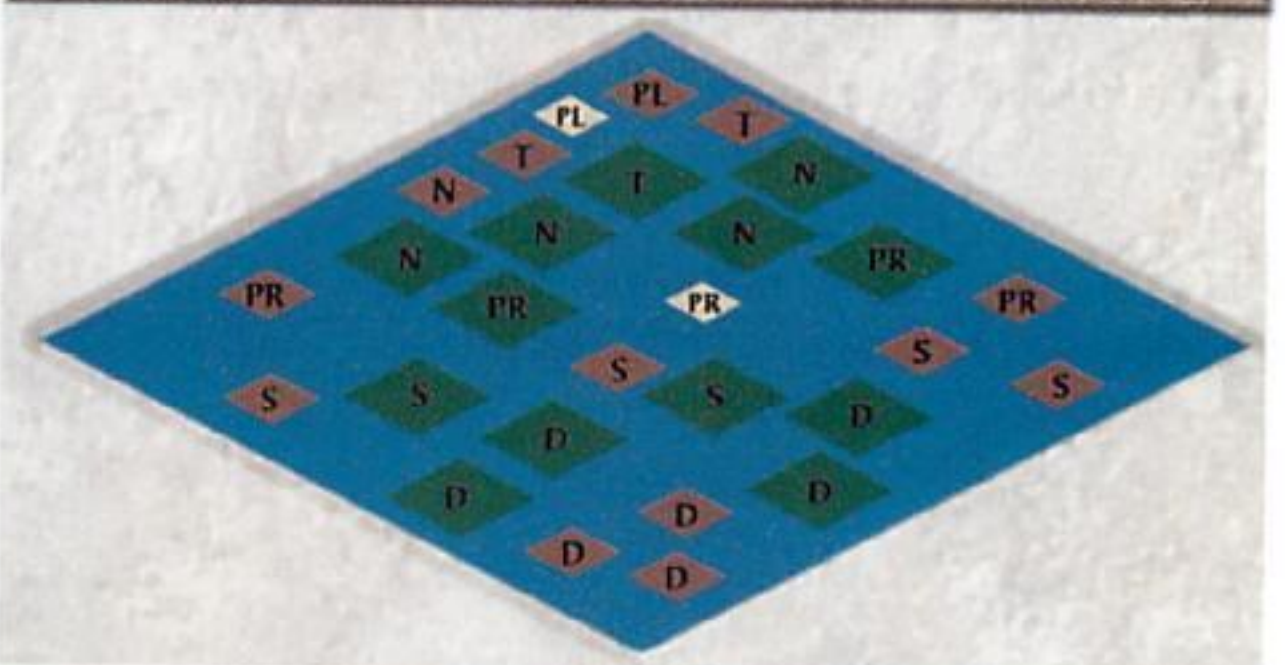
Island pattern scenario Freiherr



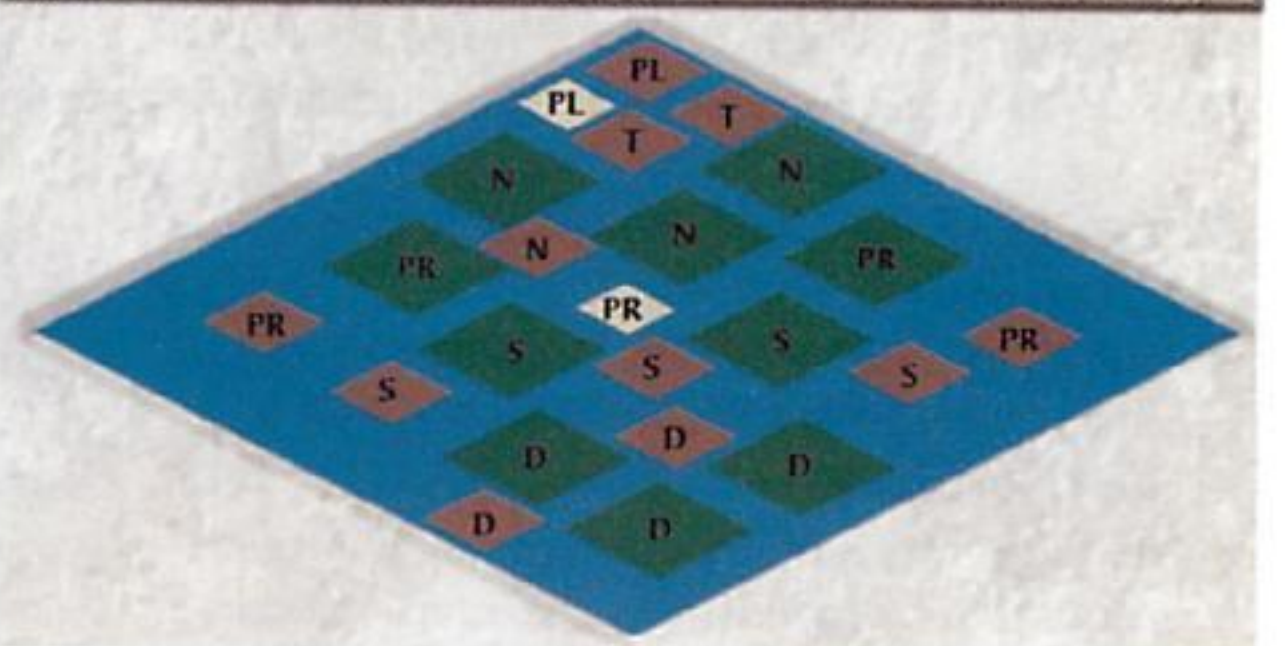
Island pattern scenario graph



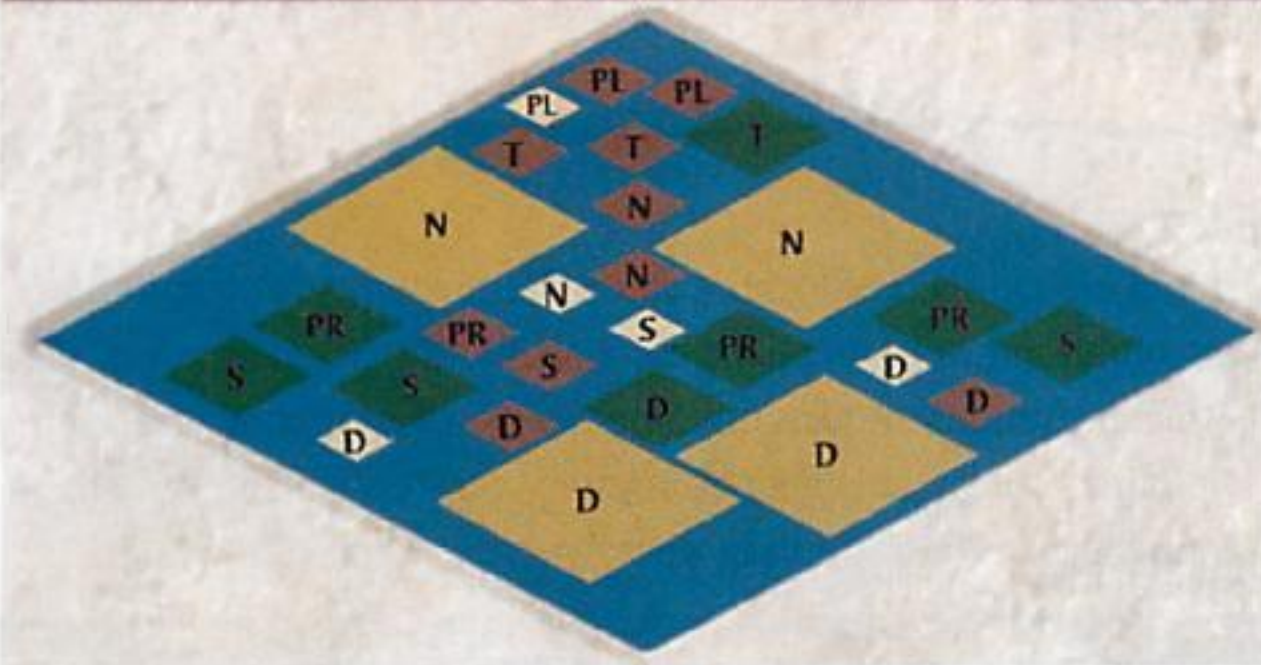
Island pattern scenario Duke



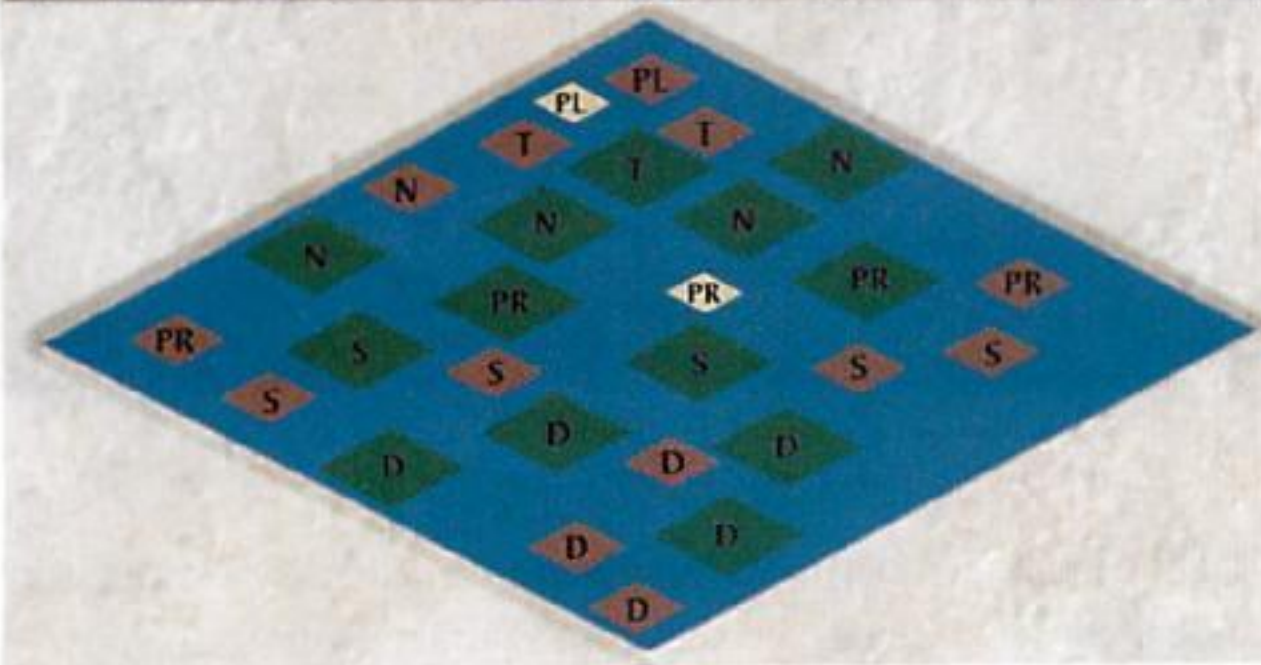
Island Pattern Scenario Prince



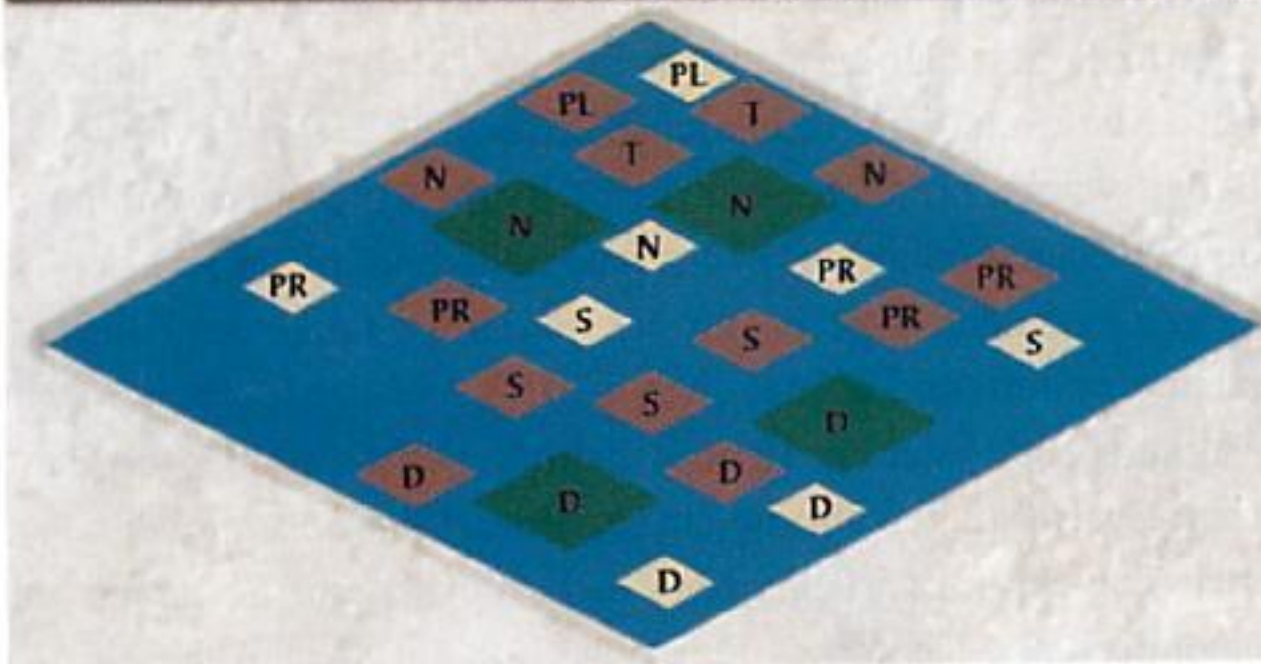
Island pattern scenario king



Island pattern scenario Kaiser



Island Pattern Scenario Emperor



Resource distribution:

The frequency of resources, cultures and treasures in the endless game

Another important difference between the individual scenarios concerns the frequency and yield of resources, the level of fertility and the distribution of crops and treasures. In general, the quantity and quality of these variables decreases the higher the level of difficulty (with the exception of the jump from the 'Baron' to the 'Freiherr' scenario). In other words, in the easier games, you will also find the resources you need more easily. The differences concern the following areas:

Mineral resources will be more difficult to find. These include the raw materials mined in mines, such as salt, gold, ore, precious stones and marble. In the map world of a Baron scenario, for example, you can discover ten large ore deposits, while on the islands of a game under the specifications of the Emperor scenario you can only exploit six large ore deposits. In addition, the specified number of mineral resources is distributed randomly across the islands - of course only on islands in climate zones in which such deposits are fundamentally plausible (see the chapter on climate zones and raw materials).

The lower the level of an endless scenario, the more 100% fertility for your crops you will find on the ANNO 1503 islands. While the number of possible locations remains roughly the same in this respect, the level of fertility changes. The remaining cultivated areas then only have 50% fertility. An example based on wine growing: In both the island world of the 'Baron' scenario and the island world of the 'Imperator' scenario, you will find roughly the same number of islands on which grapes can basically grow. However, while the Baron has nine islands available that are 100% suitable for vines, in an island world of the 'Imperator' scenario you will only find four islands with 100% fertility for grapes. The rest all have only 50% grape fertility. Since full yield is of course extremely important for the profitability of farms and plantations, it makes the game much more difficult when there are fewer ideal locations.

The last area concerns the absolute number of cultures and treasures that you can discover on the islands of an endless scenario. The higher the difficulty level, the more cultures and the fewer treasures you will find. The fact that more cultures make the game more difficult is simply because they are all competing for the few good positions and are already in the game world before you. So you will find less space on the islands to settle yourself right from the start.

The following overview gives you the specific figures for the frequency distribution of the three areas mentioned above. You can easily use this knowledge to your advantage if, for example, in an emperor scenario you can calculate exactly that you already have an absolute monopoly with control over two gemstone deposits.

scenario	Baron	Baron Count	Duke	Prince	King	Emperor	Imperator
raw materials							
Salt	7	6	6	5	4	4	3
Gold	4	4	4	3	3	3	2
ore	26	28	22	22	20	20	17
Gemstone	4	4	4	3	3	3	2
Marble	4	4	5	4	5	4	3
Tobacco (100%)	4	5	3	4	3	3	3
spices (100%)	4	6	3	5	3	3	3
sugar cane (100%)	7	6	3	4	4	5	3
Cotton (100%)	8	9	5	6	5	6	5
medicinal herbs (100%)	5	5	4	4	3	3	3
Grapes (100%) 9		7	6	5	5	6	4
hops (100%)	5	5	4	3	3	3	2
Silkworms (100%) 7		7	4	4	4	4	3
color tree (100%)	7	7	4	4	4	4	3
cultures	3	3	3	3	4	5	5
Treasure	15	15	12	12	10	10	8

The frequency of resources, 100% fertility, crops and treasures in each endless scenario.

The indigenous cultures

On your travels through the new world you will also come across inhabited islands with exotic settlements and inhabitants. There are a total of nine different native cultures in ANNO 1503, each with its own way of life and preferences. In an endless game, only three to five of these peoples are usually used.

These cultures exist in ANNO 1503:

- 👑 African
- 👑 Aztecs
- 👑 Bedouins
- 👑 Eskimos
- 👑 Indians
- 👑 Moors
- 👑 Mongols
- 👑 Polynesians
- 👑 Venetians (free traders)

Just like the cities of your competitors, the settlements of the natives are not initially visible on the sea map. You must first discover them with your ship or the scout. But because



The vegetation on this island looks suspicious...

In ANNO 1503, no vegetation is shown where an undiscovered city is located, but with a little practice, the locations of the individual settlements can be quickly found.



...because there is an Indian settlement there.

Once they have been discovered, the settlement areas of the natives are entered on the overview map as brown shades. In addition, the individual cultures are also included in your diplomatic directory, so that from then on you can switch directly to them by double-clicking on the entry.



Apart from the Venetians, all other cultures appear in the diplomacy list with their own symbol.

The settlements of the indigenous cultures usually look very different to what you have available in the construction menu, but in principle they are structured in the same way as the settlements of all other players: They consist of one or more trading houses (office, market) with residential buildings, market stalls, production plants for food and supplies, fortresses for training warriors and the respective religious places of worship (churches). However, these settlements are fixed, i.e. they are not expanded over the course of the game and there are no new ones founded. If a market building or office is destroyed, this has the same effect on the surrounding buildings as with normal players. However, it is not possible to build over the positions with your own office and thus take over part of the settlement. Destroyed buildings are rebuilt by the natives if possible.

With the exception of the Venetians, the peoples do not have their own ships, and their figures and warriors do not move away from their settlement or sovereign territory.

Most cultures are peaceful trading partners who offer you various products to exchange for other goods. However, if they are attacked or feel threatened, they will take up arms and defend themselves. (Armed) military units that are in their territory are considered a threat. Always remember that the scout is considered a (albeit weak) military unit and an excessive gathering of scouts can therefore provoke a declaration of war. It is then quite possible that the natives will pronounce a powerful curse as punishment, which can trigger a drought or a volcanic eruption on one of your islands.

In the endless game, it is ultimately up to you how you shape your relationships with the cultures. However, they become important in the campaign, where many mission objectives explicitly include certain tribes.

The Africans



The Africans are at home in the steppe and in the jungle regions. They live from raising goats and growing medicinal herbs, which they exchange for tobacco in the endless game. Since they usually live near the sea, they are easy to reach and trade with. Some villages are located near gold or gemstone deposits,

but it has not yet been observed that they also trade in these raw materials. Needs Tobacco

Trade icon Name	
Offer	Medicinal herbs

Production:

Icon	Name	product	Name
	Goat stable		food

Icon	Name	product	Name
	Medicinal herb farm		Medicinal herbs

The Aztecs

The Aztecs built their large temple cities deep in the jungle. They had a particular love for gold and jewelry, which is why you could almost always find a gold or gemstone mine nearby. On their plantations they planted

Trade	Icon	Name
Requirement		Spices
Offer		jungle.

They grow tobacco; they keep poultry for food. In the endless game they trade spices for gold.



Production:

Icon	Name	product	Name
	Chicken farm		food
	Tobacco plantation		tobacco

	Goldsmiths		Jewelry
--	------------	--	---------

The Bedouins

The Bedouins are a nomadic people who can only be found in the steppe. They do not build permanent houses or cities, but live in simple tent camps with their camels. Their specialty is growing spices, which they trade with other players.



Trade icon	Name
Requirement	Salt
Offer	Spices

Production:

Icon	Name	product	Name
	camel watering hole		food
	Spice-plantation		Spices

The Eskimos

The Eskimos live in the eternal ice and snow of the Arctic Circle in the north. Their typical igloos are made of snow and ice blocks, others are made of wood and leather. They feed on fish and hunt polar bears and whales. They extract lamp oil from the whale blubber, which they exchange for fabrics in the endless game.



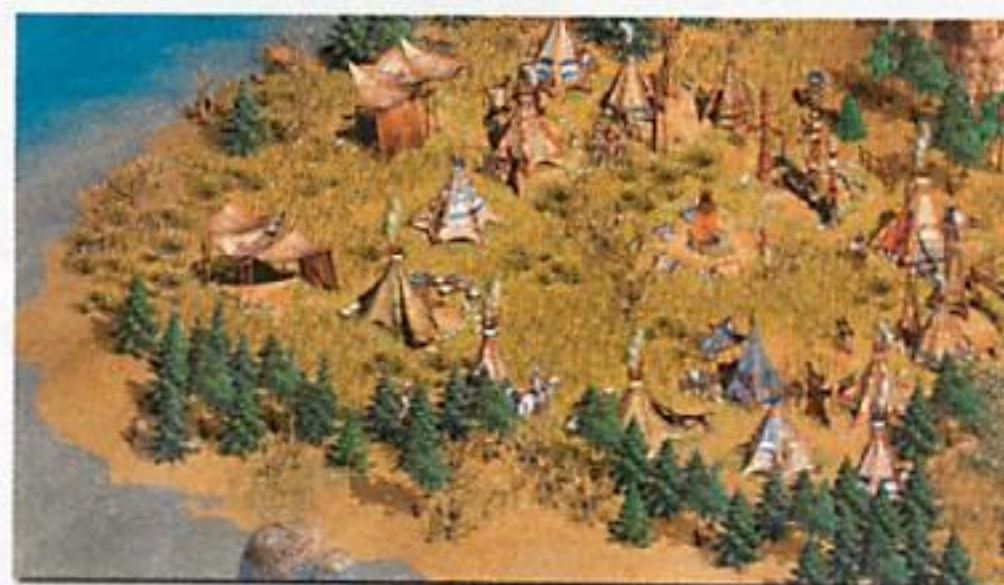
Trade	Icon	Name
Requirement		substances
Offer		lamp oil

Production:

Icon	Name	product	Name
	Fisherman		food
	whaler		Walspeck

The Indians

1 In the forests of the north and on the wide plains of the prairie you will meet the Indians. The Indians live with their ponies in large settlements with many tents (teepees). They grow sugar cane and cotton, from which they weave fabrics that they trade for tobacco. Their archers and mounted warriors are known as fearless fighters.

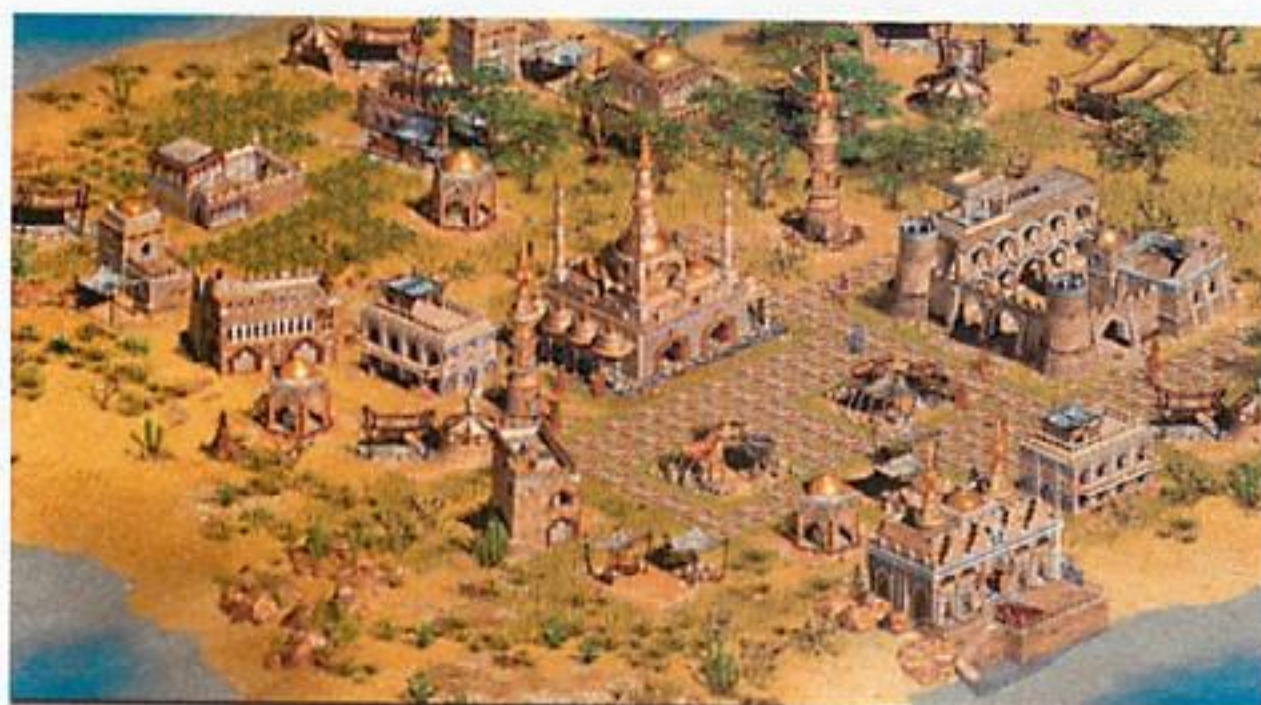


Trade	Icon	Name
Requirement		tobacco
Offer		substances

Production:

Icon	Name	product	Name
	Pony-farm		food
	Sugar farm		Sugar
	cotton farm		Wool

The Moors



Production:

Icon	Name	product	Name
	Goat stable		food
	Camel stable		food

The Moors live in the steppe and on jungle islands. Their oriental cities are located on the coast and have a large market as well as a port office. Gold and precious stone deposits are often found nearby. In addition to food production (goats, camels), the Moors also grow spices and make jewelry. They trade in these two goods. Demand Name

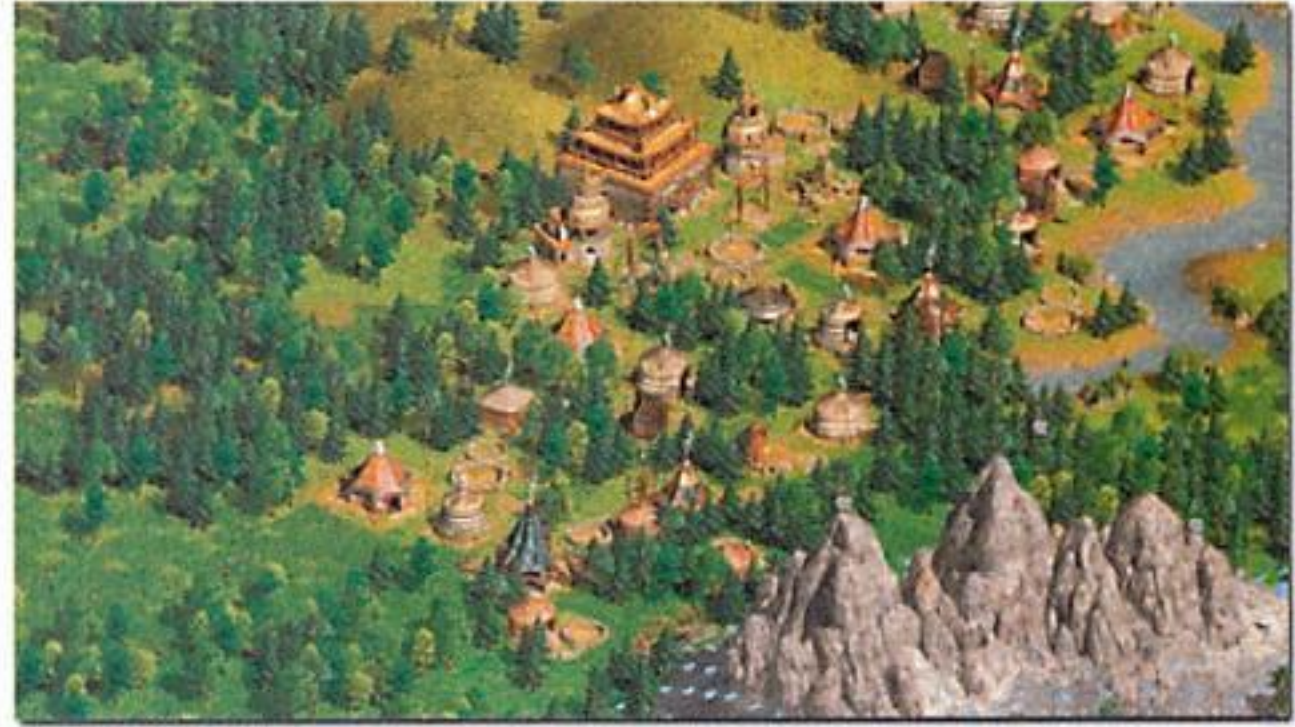
Trade icon	Icon	Name
Requirement		Silk fabrics
Offer		Gemstones

Icon	Name	product	Name
	Goldsmith		Jewelry
	Spice farm		Spices

The Mongols

The Mongols live in the tundra and in the northern temperate zone. They live from sheep farming, but are an extremely warlike people who train riders, archers and swordsmen. Therefore, they are the only culture that mines iron ore and processes it into iron. The Mongols' weapons production produces swords and bows. In the endless game, they exchange iron for alcohol: practical for the player.

Trade	Icon	Name
Requirement		alcohol
Offer		climate



Production:

Icon	Name	product	Name
	Sheep yurt		food

Icon	Name	product	Name
	ore smelting		iron

Icon	Name	product	Name
	Weaponsmith		Swords + bows

The Polynesians

In the southern climate zones of steppe and jungle you will come across the ancient South Sea people of the Polynesians. They are an extremely peace-loving people who in ANNO 1503 live primarily from raising goats and producing silk. In the endless game the Polynesians trade silk fabrics for salt.



Production:

Icon	Name	product	Name
	Goat stable		food
	Silk plantation		silk


Trade icon	Name
Requirement 	Salt

Trade icon	Name
Offer 	Silk fabrics

The Venetians

The Venetians (free traders) are actually only represented in the two easiest endless games, Baron and Freiherr, with their own (fixed) small town as a trading post. They only settle in northern temperate climates. The Venetians fish to cover their own food needs. They do not produce any other goods. Instead, they trade in most goods, but only if they get something out of it. Unlike the other peoples, the Venetians do not barter, but only accept gold currency. The prices of goods are world market prices and are calculated from the standard price, taking into account supply and demand in the island world. You can display these standard prices at any time

in your own office via the purchase and sale menu. At the start of the game, the Venetians practically buy

Trade icon	Name
Requirement 	food
	Wood
	brick
Offer 	Tool

Usually they trade food, wood and bricks and offer tools in return. Prices are flexible and adapt quickly to the market.



Production:

Icon	Name	product	Name
	Fisherman		food

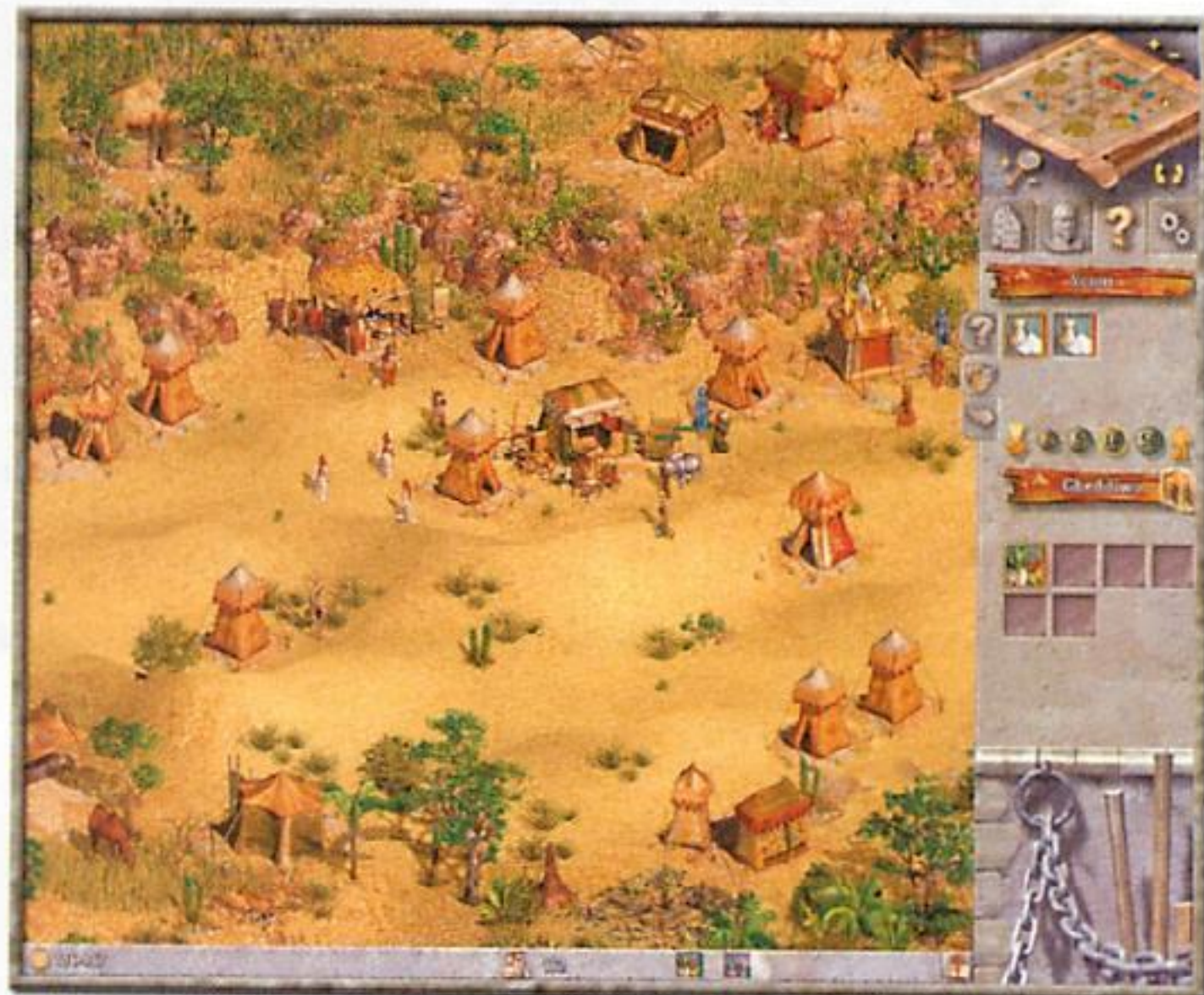


Trade in cultures

Aside from the Venetians (free traders), the cultures only trade in barter, i.e. they exchange goods for goods and do not accept gold coins as payment. You can find out about supply and demand as usual by clicking on one of the main buildings (office, market). Goods cannot be bought on credit. In order to get something from the locals, you must first pay the value in the form of goods in demand. A precise record is kept of the value of the quantities of goods delivered and received. Any credits do not expire, but are taken into account in the next trade.



Sea trade is convenient and can be carried out by autoroute, as in the case of these Polynesians.



Land trading (here with the Bedouins) is complicated if you do not have your own base on the island and the scout operates from the ship.

Some cultures, such as the Mongols, can only be reached by land. In these cases, you must handle any transactions via the scout, who transports the goods brought from the ship to the native settlement on his donkey, exchanges them there and brings the equivalent back on board the same way. Other settlements that are located around an office on the coast can be contacted from the ship. If there is a lot of trade, an automatic trade route to the native settlement in question is recommended.

The Importance of Cultures in the Endless Game

Apart from the Venetians with their range of tools in the two easiest endless games, the main thing that has changed since ANNO 1602 is the appearance of the natives. Their influence on the game and the strategic options have remained largely the same, however, and are usually small due to the limited range and the meager quantities of goods. Bartering with the native peoples is not absolutely necessary in any phase of the game.



























Because all cultures in the endless game always trade the same goods, they are reliable trading partners, but not effective ones. There is usually always a cheaper way to get the same goods:

- 👑 The medicinal herb trade with the Africans is only attractive for players who have access to prairie islands (tobacco) but do not own a northern island - an extremely rare case. Most of the time you start on a northern island and the extra production of tobacco would be more complicated than building a medicinal herb plantation.
- 👑 The Indians trade tobacco for cloth. Since cloth is much easier to produce than tobacco in all climates, it hardly makes sense to grow tobacco on a prairie island specifically for the Indian trade.
- 👑 Moors and Aztecs trade in gold and precious stones. However, these goods are only of interest to the aristocrats for making jewelry. And in this phase you already own a city with at least 1,900 merchants, so you can easily afford a few additional outposts or a military conquest of the gold and precious stone deposits. Trading in spices and silks is only worthwhile if you want to dispose of your surplus or if there are no gold and precious stone deposits on the map at all - which is not the case in the endless game.
- 👑 Trading with the Mongols is usually complicated, as it usually has to be done over land with the scout. Since you can also buy iron in large quantities from the free traders in the endless scenarios, there are only a few situations in which trading with the Mongols is worthwhile.
- 👑 Trading with the Eskimos has advantages and disadvantages: on the one hand, you save yourself an outpost with an office, whalers and transport company, but on the other hand, you end up paying much higher prices for the lamp oil. Commodities are exchanged according to their sales value and not according to production costs. Lamp oil is now much cheaper than fabrics in mass production, but can only be sold on the market in small quantities.
- 👑 Trade with Bedouins, Eskimos and Polynesians is quite attractive for smaller settlements on the settler or citizen level. It may be possible to

Trade can even help you quickly advance to the next level of civilization without having to expand. However, as your settlement grows, demand also increases and it becomes cheaper for you in the long run to produce the goods yourself.

Since no game features all cultures at the same time, but only a random selection settles on the islands, it can easily happen that you only encounter natives in your game who are of no use to you given your situation and strategy. The extent to which you then make contact depends on is up to your intercultural mood.

The cultures - a trade overview:

Icon	Name	Trade icon	Name
	African	Requirement	 tobacco
		Offer	 Medicinal herbs
	Aztecs	Requirement	 Spices
		Offer	 Gold
	Bedouins	Requirement	 Salt
		Offer	 Spices
	Eskimos	Requirement	 substances
		Offer	 lamp oil
	Indians	Requirement	 tobacco
		Offer	 substances
	Moors	Requirement	 Silk fabrics
		Offer	 Gemstones
	Mongols	Requirement	 alcohol
		Offer	 iron
	Polynesians	Requirement	 Salt
		Offer	 Silk fabrics
	Venetians	Requirement	Variable
		Offer	 Variable (tools, wood, bricks)

Goods production and production chains

A NNO 1503 offers an extremely extensive goods and production system. The goods in the game are already divided into four basic classes according to their purpose:

- 👑 raw materials and intermediate products,
- 👑 building materials,
- 👑 Necessities and
- 👑 Weapons.



Raw materials and the intermediate products derived from them serve as the basis for further production. They can be used to make building materials, consumer goods, weapons, ships and military equipment.



You need building materials for the construction of production, infrastructure and residential buildings.



Commodities include all goods that you need to supply your population.



Weapons are a prerequisite for establishing military units in the fortress.

Every single production method is implemented in ANNO 1503 in such detail that you can already speak of a micro-simulation in the game. While other games such as 'Patrizier' or 'Port Royal' provide simple square companies with well-defined production values that depend solely on the season, the amount of raw materials available and the number of workers and store fixed quantities of goods at fixed times, in ANNO 1503, in addition to the company-specific data,

the fertility of the productivity of a company depends on the individual resource fields, the altitude levels, the spatial distance to the raw material suppliers, the distance of the resource fields, the road connection and the proximity to storage buildings. With so many factors that determine the effectiveness of a plant in individual cases, the production process develops very individually in each game and is

also subject to natural fluctuations, so that in the end only the statistics ? remains if you want to obtain meaningful production data. In the

following, the various production methods and their special features are briefly discussed before the specific companies and their productivity are discussed individually.

Not all goods can be clearly assigned to a class. For example, wood is both a raw material and a building material, and fabrics are both a commodity and an intermediate product (for shipbuilding and tailoring). As long as you can find a buyer, you can trade all goods.

Production methods

The individual forms are just as diverse of goods production:

- 👑 Hunters, fur trappers, whalers and fishermen kill wild prey to obtain food, animal skins, furs and whale blubber.
- 👑 Farms keep livestock (chickens, pigs, sheep, cattle) that graze on the surrounding grasslands, thus converting the grass into farm products such as food, meat and wool.
- 👑 Agricultural raw materials are grown in the fields of extensive plantations and harvested by workers.
- 👑 Mines and quarries provide raw materials for smelters and blast furnaces.
- 👑 Quarries (bricks, marble) provide raw materials that are processed by a stonemason into building materials.
- 👑 Finally, processing craft businesses produce new intermediate and final products such as consumer goods, weapons and tools from raw materials and intermediate products.

Hunter & Co.

Fishermen, hunters, fur trappers and whalers all target specific species of animals. If these species are not found in the catchment area of the business, there is no point in placing them because the work in these professions is then poor or even impossible.

The animals appear at certain nodes on the map, e.g. a tree in a forest or a patch of sea. Once brought to life, the animal begins to move and seek out the habitat that feeds it: a green meadow, a plankton-rich square of the ocean, etc. If it does not find anything, the animal dies relatively quickly and disappears. For each animal that dies or is killed, a new creature is created at the node after a while, so that the population remains relatively constant, provided there are not too many hunters around or the node is built over or demolished. With a bit of luck, additional nodes for wild animals can even be created through appropriate reforestation, which increases the population. Unfortunately, the birth and death rates of most wild animals cannot be directly observed, so there are no reliable statistics on this.



The hunter at work.

In its basic features, the workflow for all hunting and fishing professions is the same as for a normal hunter: As soon as the character has discovered a prey animal within the sphere of influence of their hunting building, they leave the house, approach the animal within shooting range and kill it, provided the animal has not fled in the meantime. The hunter then goes to the killed animal and guts it. Depending on the type, they then kill more animals or immediately head back. The prey is unloaded in the hunting lodge and processed further. After a short break, the hunter can go on tour again. For the standard hunter, this happens quickly, but for the whaler it takes a little longer.

Further processing in the hunting lodge works in the same way as in all other businesses. Within a fixed time interval, a unit of the end product (here: food, whale blubber, animal hides) is produced from a certain amount of raw material, which then appears in the hut's warehouse. If there is not enough raw material, production comes to a halt.

Both the hunter's journey there and back as well as the clearing and resting in the hut take a certain amount of time. As a rule, the hunter will head for the prey that is closest from the hut, so that when the game population is good and even, the journeys are shorter and he can kill more game in the same amount of time than when the game population is poor. Since the game density depends on the environment, this aspect of the production process is unfortunately difficult to express in general figures.

In addition, the productivity of the hunting operation depends on the speed of the processing. Depending on whether the hunting or the processing part of the production process is faster, one can slow down the other. A hunter in a poor area with few deer and stags will get so few shots that the processing in his hunting lodge is at a standstill most of the time.

The processing of whale blubber is so slow that, despite the best prospects of catching a fish, the whaler sometimes has to wait for minutes before he can set sail again.

Agricultural production (farms and plantations)

In agricultural production on farms and plantations, the resource fields (pasture, fields, forest) that grow in constant cycles are harvested by farm animals or workers (sheep, cotton pickers, lumberjacks). In one form or another (rumination, shearing, panting, threshing), the material is then processed into raw material units in the farm or plantation building. Sheep and cattle are therefore also considered workers in the broader sense.



Two pickers harvest the fields and carry the harvested tobacco plants into the plantation building, where they are turned into tobacco units.

The productivity of a plantation is influenced by the following factors:

- 👑 the general and specific fertility of the soil,
- 👑 the maximum number of usable fields,
- 👑 the growth times of the cultivated crops,
- 👑 the working speed of the harvesters and
- 👑 the working speed and the relationship between

Raw material extraction and further processing

Plantation buildings.

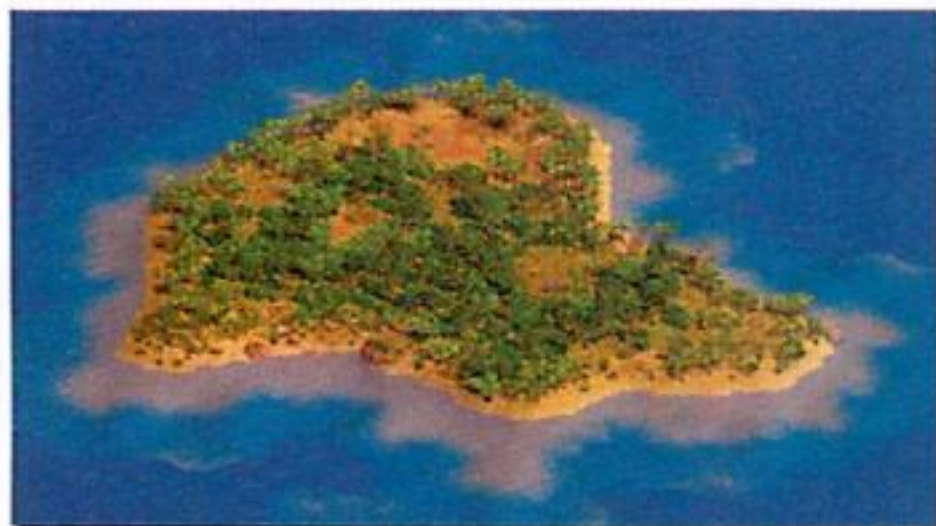
In Anno 1503, whether certain plants grow on a planted field in the area of influence of a plantation or whether it lies fallow depends on the one hand on the general fertility of the soil and on the other hand on the specific fertility of the island for this type of plant (0%, 50% or 100%).

General fertility means nothing other than that every island has fertile and infertile areas. Fertile fields can usually be recognized by the ground. Basically, the greener the soil, the more fertile the land. Neither trees nor other crops grow on infertile fields. These are, for example, fields with

- 👑 ice and snow,
- 👑 Rock,

- 👑 Coast,
- 👑 Moor,
- 👑 dried out soils or
- 👑 deserts.

The number of barren fields on an island depends primarily on the design of the island and only indirectly on the climate zone. On polar islands, however, no plants grow in the midst of ice and snow. Tundra, northern and jungle type islands are usually designed to be extremely fertile, while prairie and steppe islands have more dry, barren areas.



This small jungle island is extremely fertile...



...except for the coastal areas and two small areas where nothing grows on the rocky, dry ground. Wells are of no use here either.

In special cases, the construction of a well can increase general fertility.



Before building a well...



...and after. Numerous fields that were previously fallow are now fertile.

The special fertility of 0%, 50% and 100% for certain crops such as tobacco or cotton refers to individual islands and cannot be improved by building wells.

- 👑 At 0%, the plant does not grow in any field on the island because it simply cannot tolerate the climate.
- 👑 At 50%, it grows statistically on every second field of the island, provided that the field is generally fertile. The fields fertile for this plant variety form a characteristic pattern.
- 👑 At 100%, the plant grows on all generally fertile fields on the island.



When growing crops at 50% growth, a characteristic pattern of fertile and infertile fields becomes visible

For farms and plantations with a wide area of influence and a large number of fields, individual barren fields are not as significant as they are for a smaller operation. In ANNO 1503 there are three different sizes for agricultural land:

- 👑 small: 36 usable fields (optional road length = 2)
- 👑 medium: 52 usable fields (optional road length = 3)
- 👑 large: 88 usable fields (optional road length = 4)

Whether between two and four of these fields have to be used for a road connection depends on the type of plantation and the connected businesses. Farms and plantations that produce finished products such as food, alcohol and spices, or whose goods cannot be picked up by a processing company for whatever reason, absolutely require a road connection to the nearest market building or office so that their products can be picked up by a market cart and stored there.



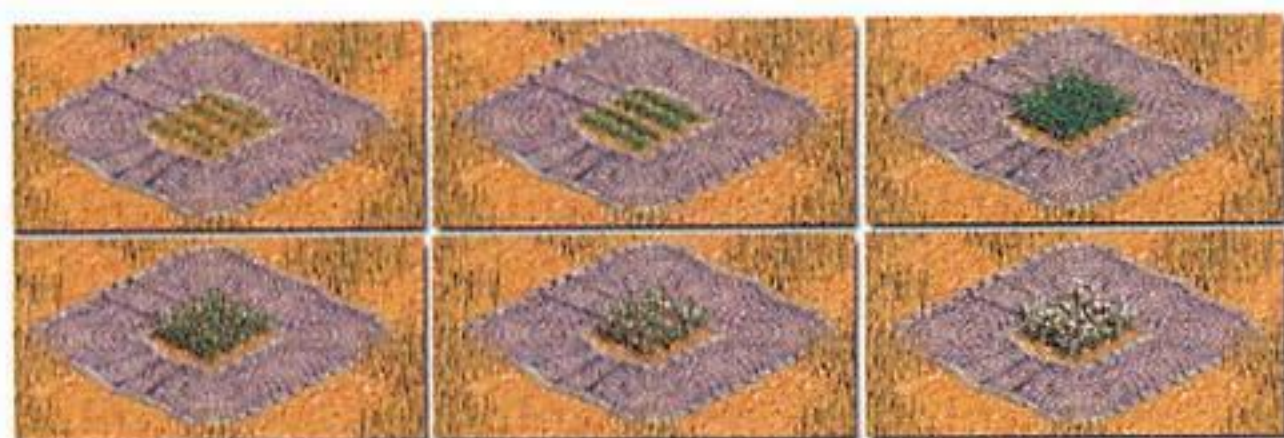
The three different sizes for farms and plantations in ANNO 1503. Some farms require a road connection, so some fields are lost for agricultural use.

With such plantations and businesses, make sure that they are in close proximity to the warehouse and that the distances are short. Even if a market cart can transport up to five units of goods at once, it can only drive to each business individually. In other cases, however, where a processing business is nearby, a porter fetches three units of the goods from the plantation on foot at regular intervals and adds them to his business's raw material stock. Forests, meadows and fields slow the porter down a little, but they are no obstacle.

The growth rates in the fields depend only on the type of plant. Otherwise, they are constant and, contrary to some rumors to the contrary, completely independent of the climate and other factors. The growth process of a field is shown in up to six different graphic animation levels depending on the type of plant, so that you can always see at a glance what state your field is in. Once a field has reached full maturity, it remains in this state until it is harvested or dried out by a drought. After that, growth begins again.

The growth times of the crops:

Icon	Name	Time (sec.)	Icon	Name	Time (sec.)
	Meadow	204		tobacco	330
	trees	480		Sugarcane	330
	potatoes	300		Cotton	270
	hemp	330		silk	300
	Grain	310		Color tree	300
	hop	310		Medicinal herbs	300
	Spices	330		Wine	330



Example: A freshly planted cotton field in the prairie and jungle climate zones needs 270 seconds to reach full maturity and be ready for harvest. In doing so, it goes through a total of six different graphic animation stages. As soon as a field has been harvested, growth begins again.

TIP: All fields that you plant will grow to full maturity on their own if they are sufficiently fertile, regardless of whether there is a corresponding plantation nearby or not.

With new plantations, due to the long growth periods, it usually takes a few minutes for the newly planted fields to mature and for the plantation workers to start their work. In times of real need, it may therefore be worthwhile to first lay out the fields and only build the actual plantation building later, when the seeds are already ready for harvest. This procedure is a bit complicated and takes some getting used to, but it saves you maintenance costs during the growth period. A nice side effect is that if you are short of capital, you do not run the risk of first building the plantation building and then having no money left to lay out the fields.

Calculation example:

A spice plantation has an active running cost of 40 gold pieces per minute. In passive operation (dormant) it is only half as much (20 gold pieces per minute).

A spice field needs 330 seconds to be ready for harvest. During this time, the following costs are incurred per plantation:

Active operation:

330 sec. x 40 gold pieces/60 sec. 220 gold pieces

Passive operation:

330 sec. x 20 gold pieces/60 sec. 110 gold pieces

So, using the method in this example, you can save a maximum of 220 gold pieces per plantation. For most other types of cultivation, the savings are even slightly lower.

However, in an acute emergency situation, when your balance sheet is close to zero and you are acutely short of capital, this construction sequence can help you get back on your feet a little faster.

However, if you have a balanced, positive balance (e.g. a plus of at least 100 gold pieces per minute), this trick is hardly useful. Simply let the game run for a few minutes longer before building the plantation and save yourself the tedious work.



Even without a plantation (and without running costs) the fields ripen.



Only place the plantation building when all fields are ready for harvest...



...and let the workers start harvesting immediately.



When planning the plantation, pay close attention to the location of the road access and the orientation of the buildings. Cultivate all usable fields in the future sphere of influence of the plantation.

The ripe fields in the area of influence of the plantation buildings are harvested by workers. Almost every agricultural business in ANNO 1503 has its own type of worker with its own parameters. These variants differ in appearance, number, movement speed, carrying capacity and working or picking speed. However, there are no differences between the individual workers within a branch, apart from the trio of rooster, hen and pig on the small farm.

The harvested plants are then collected in the plantation building and processed according to the scheme shown above. In each case, a unit of the agricultural product is produced from a precisely defined amount of raw material within a clearly defined period of time. This product is then visible in the plantation warehouse and can be picked up by porters and market carts. For one finished unit of cotton, for example, almost six cotton fields must be harvested.

If you know all the parameters mentioned for a plantation, you can, for example, estimate how many fields can be used at most and how many units can theoretically be produced per time. The fact that the actual output of a farm in the game sometimes falls a little short of the theoretical values is because the estimates simply cannot take all relevant environmental influences into account.

Forester's house

Calculation example:

1 NOTE: The following example is only intended for readers interested in mathematics and can be skipped without any problems. "All results will be summarized again later in the description of the forester's house.

(Internal) game parameters:

Plantation type: big
 street: yes
 Ongoing costs: 12 gold pieces per minute
 Growth time for trees: 480 seconds
 Worker: 2
 Working time per tree: 13 seconds
 Carrying capacity: 1 raw material unit
 Raw material quantity: 2.25 trees per unit of wood
 Production time: 18 seconds

The forester's house is a large plantation with 88 usable fields, 4 of which are already lost due to the road connection. This effectively leaves 84 fields left. The forester's house has running costs of 12 gold pieces per minute.

The regrowth time for felled trees is 480 seconds (8 minutes), which means that a harvested field can be harvested again after exactly 8 minutes.



Like most agricultural businesses, the forestry house employs two workers (lumberjacks) who are responsible for collecting the raw materials (felling trees).

Two lumberjacks are busy felling and storing trees in the area under the control of the forester's house. The work process of a lumberjack consists of walking across an average of four to five fields, felling and delimbing the tree (13 seconds) and then transporting the tree trunk to the forester's house. The whole process takes a total of around 22 seconds.

In 480 seconds of tree growth time, the two lumberjacks can thus estimate

$$2 \times 480 \text{ sec.} / (22 \text{ sec. per field}) = \text{approx. } 44 \text{ fields}$$

This means that around 84-44=40 fields remain unused. That is almost half of the available fields.



Since not all fields are used by the forester's house, it is legitimate to place two forester's houses directly next to each other to save space. This does not affect the 100% productivity.

In the forestry house itself, 2.25 tree trunks are processed into one unit of lumber within 18 seconds. Since the incoming raw material quantities are somewhat lower at around 2 trees per 22 seconds, production stops occur again and again.

The two lumberjacks hit per minute

$$2 \times 60 \text{ sec.} / (22 \text{ sec. per tree}) = \text{approx. } 5.45 \text{ trees that are processed in the forestry house into } 5.45 / 2.25 = 2.42 \text{ units of lumber.}$$

Thus, the effective production is approximately 2.42 units of lumber per minute, which at a cost of 12 gold pieces per minute results in the following pure production price:

$$12 \text{ gold pieces} / 2.42 \text{ units approx. } 5 \text{ gold pieces per unit.}$$

However, the costs for the infrastructure (market building, office) have not yet been taken into account in this calculation.

If we also assume that there are about 4 forest houses in the area of a level three market building, which has running costs of 30 gold pieces per minute, the costs per forest house increase proportionately by $30/4=7.5$ to 127.5 19.5 gold pieces per minute. This gives us this more realistic production price:

$$19.5 / 2.42 \text{ approx. } 8 \text{ gold pieces per unit.}$$

The additional costs for production on an outer island with a level one office, which costs 15 gold pieces per minute to maintain, and your own trade route with ship costs of another 10-15 gold pieces per minute also amount to 25-30 gold pieces per minute, which ultimately results in the same production costs.

Stonemason and quarries

The production process of the stonemason is similar to that of a hunter and farmer, if one interprets the quarry as a rapidly growing field. The stonemason leaves his hut, enters the quarry, cuts a rough block of stone out of the rock, takes it home and uses it to make

Finally, he makes bricks or marble blocks before heading off again towards the mountain. As with the hunter, the stonemason himself processes the stones further in the production building, so that there is a longer pause of several seconds between two deliveries of raw materials.

The spatial distance between the stonemasonry building and the quarry should be as short as possible to ensure high productivity.

Depending on the type, a quarry can also be used by several stonemasons in parallel or one after the other.

Mines and mines

Compared to other businesses, mines are extremely simple in structure. A mine produces goods at a constant rate, which are collected in the warehouse and can be picked up by porters or market carts.

As soon as the warehouse is full, production stops until there is space again. In the immediate vicinity of mines, there should therefore be both processing plants and market buildings so that the raw materials extracted from the mine can be quickly picked up and refined.

Craft businesses

Craft businesses consist of a master and a porter. While the master takes care of production in the building, invisible to the player, the porter is responsible for supplying the business with raw materials.

Production runs continuously as long as there are raw materials in the workshop. The carrier can get them from nearby raw material factories or from storage buildings, and he is not dependent on a road connection, but can walk directly across the country. He can transport up to three units at once. A craft business works best when it is located right next to a well-stocked storage building or a sufficient number of raw material factories. If, on the other hand, the supply routes become so long that supplies fail in between, productivity drops and the business is not sufficiently utilized.

The craft business itself always needs a road connection to the nearest market so that the finished goods or intermediate products can be transported away. Gunsmith Otherwise, soon as the warehouse is full.



Weapons production

Weapon manufacturing companies work just like normal crafting companies, although most weaponsmiths also have the special ability to produce two different products.

They can choose between

In parallel production mode, the gunsmith produces ship cannons and muskets with 50% efficiency. However, individual production is a little more effective.

100% production of one good or parallel production with 50% output of both goods.

Notice

In long-term experiments with companies working in parallel, it was observed that, compared to simple parallel production, the raw material costs per unit produced usually increase by about 10% and productivity decreases to the same extent.

Since usually only a small amount of weapons are needed during a game, this effect does not have a decisive impact on the game.

war machine builder, cannon forge, shipyard, fortress

The way in which facilities that produce or train military units work is different in ANNO 1503 than in ANNO 1602 and compared to



other companies

been greatly simplified. The company now has direct access to all goods in the market building or office and is no longer dependent on a porter laboriously bringing the required raw materials. The production of a Each unit costs a fixed price. There are no ongoing costs for the companies themselves.

The cannon forge has direct access to all goods in the market building or office on the island. Charcoal and iron for new cannons are simply "beamed" into the forge when needed.

Infrastructure and logistics

Since goods must not only be produced but also transported and stored, a well-developed trade route, road and warehouse system is very important to ensure that the high productivity of companies is not lost along the way.

In principle, the shorter the distance a product has to travel, the better.

Use the carriers of the processing companies to take some of the load off the market carts! A market place of the simplest type has only one cart, the other two market versions have two market carts. So if you connect too many companies directly to the market's road system, delays and ultimately production failures can occur.

Also remember that all end products end up in an office or warehouse. It therefore makes sense to identify those companies within a production chain that produce end products (or intermediate products that are not processed further for the time being)

fell, a whole new batch of 50 tons of goods was produced in this factory. If these are the only products you produce in this example, the average cost is 100/520 gold pieces per unit.

Both the production costs per unit and the (average) production quantity per accounting period are constant in the game for a company and independent of the game speed as long as the game world does not change.

A limitation

The method of measuring time using the balance sheet fails for game states with very small balance amounts (<50 gold pieces). Since the running costs are debited in very small steps, rounding errors can occur in the player's favor, so that within a balance period less money is actually deducted than would be due according to the balance sheet. Since the rounding errors (on the order of 10 gold pieces) are themselves on the order of small balances, misinterpretations can occur.

If you gradually build new buildings at the beginning of a game, you can observe, for example, that the perceived length of the accounting period depends on the number of buildings built. As soon as the critical balance mark of around 50-100 gold pieces is overcome, the measurement results of the accounting period level off at a normal speed of around one minute.

Productivity measurements

- It doesn't really matter how many farms you test at the same time. Using many farms increases the universality of the results, but it doesn't reduce the measurement errors that accumulate with each farm.
- When testing agricultural operations, it is particularly important that the experiments run over a period of time that is significantly longer than the growth time of the natural raw materials. This is the only way to take into account harvest-related fluctuations in the average value.
- The longer a test runs and the more goods are produced, the less influence the unavoidable measurement errors at the beginning and end of the experiment have on the overall result.

- 50-100 units produced per farm is a good number. Run the game in fast mode so you don't sacrifice too much time.
- Empty the warehouse and note the balance and the starting account balance before starting a test.
- At the end of the test, note the new account balance and the quantity of goods produced that are available in the market or office as well as in the warehouse of the production plant.

Number of past accounting periods =

(Start account - End account) / Balance sheet

Productivity per accounting period = quantity of goods / number of accounting periods

Example:

(Measurement at variable speeds with pause etc.)

Starting account: 10,000 gold pieces

Final account: 4000 gold pieces

Balance sheet: -100 gold pieces (constant!)

Quantity of goods: 120 t

Number of past accounting periods =

(10000 - 4000) / 100 = 6000 / 100 = 60

Productivity per accounting period = 120 t/60 = 2 t

The example company produces an average of 2 tons of goods during the accounting period. This corresponds to a productivity of 2 tons per minute at normal game speed.

Notice

All statements made in this book and especially on the following pages about productivity, demand and consumption always refer to the accounting period explained in the excursus of one minute of real time with ideal gameplay and at normal game speed.



A NOTICE

In the appendix of this book you will find the production overviews necessary for forward-looking planning as well as additional information about the agricultural holdings.

Goods requirements and sales

The commodity requirements of the civilization levels

1 In ANNO 1503 there are five different levels of civilization. As you know, each of them has its own special characteristics and therefore its own need for goods and public buildings.



Necessary goods and goods requirements

Depending on the level of civilization, your inhabitants in ANNO 1503 will have different preferences. Even if no new needs arise, the per capita consumption or the importance that a certain consumer good has for the satisfaction of the population often changes.



Food is the most important commodity of all. Without food, your residents leave their homes and move away.



Leather, fabrics, salt and alcohol are required at the first civilization level. You

need fabrics throughout the game, as the aristocrats' clothing is made from them. The shipyard also needs fabrics for sails. Alcohol is consumed in the inn up to the merchant level, and a shortage is difficult to compensate for here. Alongside food, alcohol and fabrics are therefore the most important commodities. Leather is only of interest to pioneers, settlers and armament builders. As it is a by-product of the hunter without any major additional costs, it allows for easy profits. Salt is only required in small quantities by the first four civilization levels and initially only results in losses due to the high production rate. Mining only becomes profitable once the population reaches around 1500 inhabitants. However, salt functions as a joker in a certain sense, as it can be used to compensate for a shortage of any other commodity (except food and alcohol). On the other hand, this also means that you can do without salt without any problems as long as the other goods are available in sufficient quantities.



Spices and tobacco products become relevant from the settler level onwards and require extensive trade relations or an initial expansion into new climate zones. They enable advancement to the next level of civilization.



Silk fabrics and lamp oil are only of interest to citizens and merchants. Their production requires an expansion of the island empire to the north and south.



Aristocrats have their own taste. In addition to food, they demand luxury items such as clothing, wine and jewelry, which no other group of the population can afford.

Generally, residents buy goods for each house individually at the relevant stalls. People always buy a little to stock up. By clicking on a residential building, you can see the supplies stored there.

The goods available are then continuously used up. At regular intervals, one of the residents sets out to buy supplies. The appearance and number of figures that go on tour per house change with the level of civilization.

Name	Pioneers	Settlers	Citizens	Merchants	Aristocrats	Icon
Food	1.0	0.9	0.9		0.9	0.9
leather	0.4	0.3	-	-	-	
substances	0.4*	0.5	0.5	0.3	(0.65)**	
Salt	0.2*	0.2	0.25	0.25	-	
alcohol	0.4*	0.5	0.5	0.4	-	
tobacco products	-	0.4*	0.4	0.4	-	
Spices	-	0.4*	0.4	0.4	-	
lamp oil	-	-	0.2*	0.4	-	
Silk fabrics	-	-	0.4*	0.6	-	
Furs	-	-	-	-	(0.15)**	
Clothing	-	-	-	-	0.7	
Jewelry	-	-	-	-	0.3	
Wine	-	-	-	-	0.5	

The goods required by the inhabitants in t per 100 inhabitants and minute. With a * goods relevant to advancement. ** required for clothing production of the aristocrats.

How happy the people in the houses are depends on the level of supplies, with certain goods being valued higher than others. Food always has the highest priority. At some civilization levels there are also goods that are not relevant to them (low priority). As a rule, you have to supply a stable number of inhabitants at a level with fewer goods than are necessary for advancement.

Capacity of residential buildings

The number of inhabitants that can fit in a house depends on the level of civilization; it increases with each advancement. A merchant's house, for example, can accommodate more than five times as many inhabitants as a pioneer's hut. As the population increases, the total amount of goods naturally increases, as does your turnover and your profits.

Level	residents per house	Construction or upgrade costs			
					
Pioneers	8		3		
Settlers	15	+1	+4		
Citizens	28	+2	+2	+4	
merchants	42	+5	+5	+4	
Aristocrats	30	12	10	20	5


inhabitants and material costs of residential buildings.

If you want to get an overview of the changes in the consumption of the inhabitants, the information on demand and turnover per 100 inhabitants, for example, is not necessarily helpful. More meaningful information is provided that relates to a constant number of residential buildings, so that the growing population is already taken into account. The following tables are therefore calculated for a group of ten residential buildings (see table 1).

Prices of goods and sales

The prices for supplies depend on the difficulty level and the climate zone, i.e. the prices can vary from game to game and depending on the location. In general, sales on prairie and steppe islands are a little higher than on the other islands (see table 2).

The revenue you generate in one minute through the sale of goods depends directly on the number of your residents, their needs and the price of the goods:

 Sales = number of inhabitants x demand for goods per inhabitant x price of goods.

However, turnover does not equal profit. You must first calculate the costs for your production facilities, any raw materials

Icon	Name	Pioneers	Settlers	Citizens	merchants	Aristocrats
	Population 80		150	280	420	300
	Food 0.8		1.35	2.52	3.78	2.7
	leather	0.32	0.45	0	0	0
	substances	0.32	0.75	1.4	1.26	1.95
	Salt	0.16	0.3	0.7	1.05	0
	Alcohol 0.32 0.75			1.4	1.68	0
	tobacco products	0	0.6	1.12	1.68	0
	Spices	0	0.6	1.12	1.68	0
	Silk fabrics	0	0	1.12	2.52	0
	Lamp oil 0		0	0.56	0.84	-
	Clothing 0		0	0	0	2.1
	Furs	0	0	0	0	0.45
	Jewelry	0	0	0	0	0.9
	Wine	0	0	0	0	1.5

Goods demand in tons per minute for 10 residential buildings.














Icon	Name	Basis	Tundra	Northern prairie	steppe	jungle	*	**
	Food 45			+5	+5	+5		
	Salt 30 +5			+5	+5	+5	+8	+5
	Fabrics 65 +5		+5	+5	+5		+10	+5
	Leather 70						+10	+5
	Alcohol 50			+5	+5	+5	+10	+5
	tobacco products 75	+5	+5		+10	+10	+10	+5
	spices 60 +10		+10	+10		+5	+10	+5
	Lamp oil 45						+5	+5
	Silk fabrics 30	+5	+5	+5	+5		+5	+5
	Clothing 65		+5	+5	+5		+10	+5
	Jewelry 190	+5	+5				+15	+5
	Wine 70						+5	+5

Price bonuses for essential goods depending on the climate zone. The asterisks and ** indicate the two easiest difficulty levels.

material purchases and infrastructure. This includes markets, offices and transport ships. You can only speak of profit if there is still something left over from the turnover after all costs have been deducted.

In the game, even with optimal supply, the actual observed turnover may be slightly lower than the theoretically calculated value due to fluctuations or other reasons.








Sales pioneers

Icon	Name	Basis	Tundra	North	Prairie	steppe	Jungle	**	**
	Food 36 0		0	4	4	4	4	0	0
	Leather 22.4 0		0	0	0	0	0	3.2	1.6
	substances 20.8 1.6		1.6	1.6	1.6	0	0	3.2	1.6
	Salt 4.8 0.8		0	0	0	0	0	1.28	0.8
	Alcohol 16 0		0	0	0	0	0	3.2	1.6
	tobacco were 0	0	0	0	0	0	0	0	0
	Spices 0		0	0	0	0	0	0	0
	Silk fabrics 0	0	0	0	0	0	0	0	0
	Lamp oil 0 0		0	0	0	0	0	0	0
	Clothing 0 0		0	0	0	0	0	0	0
	Furs 0	0	0	0	0	0	0	0	0
	Jewelry 0		0	0	0	0	0	0	0
	Wine 0	0	0	0	0	0	0	0	0
Total		100	1,6	2,4	8	8	6.4	10.88	5.6

Sales settlers

Icon	Name	Basis	Tundra	North	prairie	Steppe	jungle	★	★★
	Food	60.75	0	0	6.75	6.75	6.75	0	0
	Leather	31.5	0	0	0	0	0	4.5	2.25
	Fabrics	48.75	3.75	3.75	3.75	3.75	3.75	7.5	3.75
	Salt	9	1.5	0	1.5	1.5	1.5	2.4	1.5
	Alcohol	37.5	0	0	3.75	3.75	3.75	7.5	3.75
	tobacco were	45	3	3	0	6	6	6	3
	Spices	36	6	6	6	0	3	6	3
	Silk fabrics	0	0	0	0	0	0	0	0
	Lamp oil	0	0	0	0	0	0	0	0
	Clothing	0	0	0	0	0	0	0	0
	Furs	0	0	0	0	0	0	0	0
	Jewelry	0	0	0	0	0	0	0	0
	Wine	0	0	0	0	0	0	0	0
Total		268,5	14,25	12,75	21,75	21,75	21 33.9 17.25		


Sales citizens

Icon	Name	Base	Tundra	North	Prairie	Steppe	Jungle	*	**			
	Food	113.4	0		0		12.6	12.6	12.6	0	0	
	leather		0	0	0	0	0	0	0	0	0	
	substances		91	7	7	7	7	0	14	7		
	Salt		21	3.5	0	3.5	3.5	3.5		5.6	3.5	
	Alcohol	70		0	0	7	7	7	14	7		
	tobacco were		84	5.6		5.6	0	11.2		11.2	11.2	5.6
	Spices	67.2	11.2	11.2	11.2			0		5.6	11.2	5.6
	Silk fabrics		95.2	5.6		5.6	5.6	5.6	0		5.6	5.6
	Lamp oil	47.5	0		0	0	0	0		2.8	2.8	
	Clothes		0	0	0	0	0	0	0	0	0	
	Furs		0	0	0	0	0	0	0	0	0	
	Jewelry	0		0	0	0	0	0	0	0	0	
	Wine		0	0	0	0	0	0	0	0	0	
Total		589,4	32,9	29,4	46,9	46,9				39.9	64.4	37.1

Sales merchants

Icon	Name	Basis	Tundra	North prairie	Steppe	jungle	★	★★
	Food 170.1 0		0	18.9	18.9	18.9	0	0
	Leather 0	0	0	0	0	0	0	0
	fabrics 81.9 6.3		6.3	6.3	6.3	0	12.6	6.3
	Salt	31.5 5.25	0	5.25	5.25	5.25	8.4	5.25
	Alcohol 84 0		0	8.4	8.4	8.4	16.8	8.4
	tobacco were	126 8.4	8.4	0	16.8	16.8	16.8	8.4
	Spices 100.8 16.8 16.8 16.8		0	8.4	16.8	8.4		
	silk 214.2 12.6 12.6 12.6 fabrics		0	0	12.6	12.6		
	Lamp oil 71.4 0		0	0	0	0	4.2	4.2
	Clothing 0 0		0	0	0	0	0	0
	Furs	0	0	0	0	0	0	0
	Jewelry 0	0	0	0	0	0	0	0
	Wine 0	0	0	0	0	0	0	0
Total		879,9	49,35	44,1	68,25	68,25	57,75	88.2 53.55

Sales aristocrats

Icon	Name	Basis	Tundra	North prairie	Steppe	Jungle	*	★★
	Food 121.5 0		0	13.5	13.5	13.5	0	0
	Leather 0	0	0	0	0	0	0	0
	Substances 0	0	0	0	0	0	0	0
	Salt	0	0	0	0	0	0	0
	Alcohol 0	0	0	0	0	0	0	0
	tobacco were	0	0	0	0	0	0	0
	Spices 0	0	0	0	0	0	0	0
	Silk fabrics	0	0	0	0	0	0	0
	Lamp oil 0 0		0	0	0	0	0	0
	Clothing 273 10.5 0 10.5		10.5	0	21	10.5		
	Furs	0	0	0	0	0	0	0
	Jewelry 171 4.5 4.5 0		0	0	13.9	9		
	Wine 105 0		0	0	0	7.5	7.5	
Total		670,5	4,5	15	24	24	13,5	42 27

Research

Research is one of the prerequisites for your civilization to develop further. It takes place in school and university, where all research branches are only available. Research costs both knowledge and money. In ANNO 1503 there are the following subjects:



Research and knowledge begin at the settler level in the school. Later, after building a university, it is upgraded to a large school, which has the same properties as the university.

As soon as there are 50 settlers living in your city, you can build a school that is regularly visited by the settlers and later also by the citizens. Each of these visits produces a small amount of knowledge that can be used for research. However, the options at this level are still very limited.

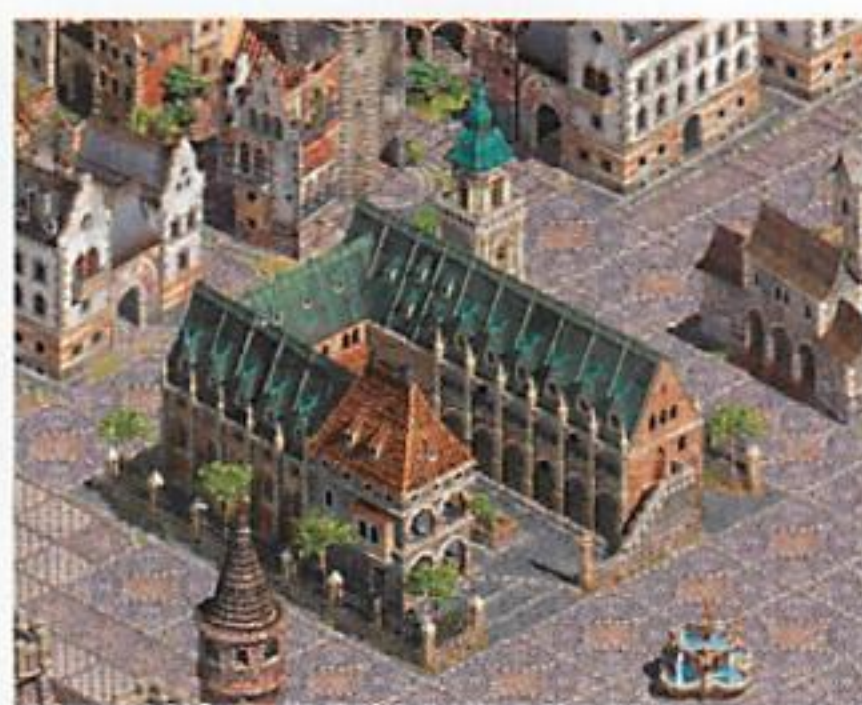
Once you have 400 citizens, you have the option to build a university. Like the school, it is an institution that satisfies the population's need for education and collects knowledge points in this way. At the university, all areas can be researched as long as the level of knowledge is sufficient. It also upgrades all schools in the city to 'large schools', which then take on the function of both school and university for the citizens. In a large school, you can learn about all the technologies that are also available at the university. This means that a large city can easily be provided with education with a central university and a few schools.

The library must first be researched in the university. In ANNO 1503, its sole purpose is to increase the maximum possible amount of knowledge of your civilization level by another ten points and to beautify your city.

- 👑 weapons production,
- 👑 military expansions,
- 👑 Marine techniques and
- 👑 Civilian research.

Research building
In ANNO 1503, a total of three different buildings are involved in research:

- 👑 School,
- 👑 University and
- 👑 Library.



The university allows you to advance from the middle class to the merchant class. Modern firearms such as cannons, muskets and mortars can only be researched at the university.

Icon	Name	requirement	Tool	Wood	Brick	Marble	Costs	Maintenance
	School	50 settlers	5	8	6	-	400	10
	university	400 citizens	25	30	32	-	2,500	150
	library	Research at the University (600 citizens)	20	12	24	-	12,000	100

Education

In ANNO 1503, education is a commodity in the figurative sense that is required by settlers, citizens and merchants. Education takes place in schools and universities and is distributed to the inhabitants like food at the food stand. However, a strict distinction is made between the individual levels of civilization: settlers only attend one school, citizens both school and university, and merchants only attend one university.

Viewed as a means of meeting needs, education looks like this: As soon as a resident goes to school, their personal lack of education is 100% remedied and the small orange bar next to the school icon in the needs view of the associated residential

building is set to 100%. After that, this level indicator drops until the resident goes to school again and their education bar increases again. The same principle applies to attending university.

Production of knowledge




Every time the inhabitants receive education, they are credited with a corresponding amount of available knowledge, which you then have available for research. From an economic

point of view: The production rate for knowledge and the consumption rate of education (= population needs) are practically the same.

- 👑 Settlers produce knowledge in school.
- 👑 Citizens produce knowledge in school and university.
- 👑 Businessmen only produce knowledge at the university.

Since immediately after the construction of a school or university, all affected residents immediately storm the building and saturate their educational needs from 0% to 100%, there is always a greatly increased knowledge production at the beginning, which then, when everyone is satisfied, drops sharply for the next few minutes until it finally settles at a constant level. You can observe the same effect with all goods in ANNO 1503.

How quickly and how much knowledge is accumulated depends essentially on the educational buildings, the civilization level and the number of inhabitants. For example, 300 settlers (= 20 houses) in the school produce an average of 1.5 knowledge points per minute, while the same city at the citizen level with 560 inhabitants (= 20 citizen houses) achieves more than six times as much after building a university. Due to the double supply of school and university, citizens are even better researchers than merchants, although they largely compensate for this with their higher population density.

Icon	Stage location	Needs education	Prod.*
	Settlers	School	0.5
	Citizens	School University 1.0 (together)	0.75 (1.75)
	merchants	university	1.0

* Knowledge production of 20 houses.

Capacity for knowledge

The knowledge of the population is only limited to a certain maximum amount, because each level of civilization has only a limited storage capacity. The heads of its inhabitants are, so to speak, full. When the level of knowledge has reached its maximum, the above-mentioned



The library increases capacity for Knowledge of ten points.

It is therefore

advisable to regularly invest the accumulated points in research so that as little as possible goes to waste.

The respective upper limit for knowledge, as well as the type rem – of educational institution, determines which research projects you can actually undertake. While some goals can only be achieved with the university, others are only available to you with a larger knowledge capacity. For example, with 50 settlers the maximum is 20 knowledge points, and technologies that require more than 20 points simply cannot be researched at this level.

By researching and building a library, the knowledge capacity can be increased by ten points. However, this is only possible if you have at least 600 citizens and is not exactly cheap.

max. knowledge	away
20	50 settlers
25	170 settlers
50	200 citizens
70	600 citizens
80	600 citizens + library
90	750 merchants
100	750 merchants + library

Table: Maximum capacity for knowledge.

General research strategy

Research in ANNO 1503 is not as complex as it may initially seem. If you build a settlement of 20 to 40 houses and quickly make the transition from pioneers to settlers and citizens, you can research new technologies almost every minute. Only with a large city are you able to build and finance all the buildings and units you research.

The sooner you build your first school, the sooner your residents will begin producing knowledge and researching.

Notice

You can research numerous military upgrades at school and university. Unfortunately, the associated improvements are not yet unlocked in the current version of ANNO 1503 (v1.01). So they currently have no effect on the game.

The same applies to the district court. Since uprisings are currently deactivated in ANNO 1503, building a court has no positive effect on the mood of your population, but only negative effects on your balance sheet.

Weapons production

Weapons production

Icon	Name	Icon	Requirement	Univer.	Gold	Knowledge	Prerequisite	Icon	Building	Icon	Unit bonus
	Swords				100	7	50 settlers		Small weapon forge		Swordsman
	catapult		Swords	-	200	15	50 settlers		War machine builder		catapult
	Lances		Swords	-	200	10	50 settlers		Great weaponsmiths		Lancer
	bow		Swords	-	120	8	50 settlers		Bowmaker		Archer
	siege tower		catapult	-	100	5	50 settlers				Siege tower
	cavalry		Lances	-	100	7	50 settlers				cavalry
	Hardened arrowheads		bow	-	250	10	50 settlers				approx. 5-10% more damage for bow
	Feathered shaft		Hardened arrowheads	-	250	10	50 settlers				approx. 1-3 fields more range for bow
	Incendiary arrows		Hardened arrowheads	-	250	20	50 settlers				Archers can set buildings on fire
	crossbow		Feathered shaft	-	150	15	50 settlers				Crossbowman
	Range crossbow		crossbow	-	150	20	50 settlers				approx. 1-3 fields more range for crossbow
	Muskete		Range crossbow	Yes	500	30	400 citizens		gunsmith		musketeer, musketeer
	Radschloss		Muskete	yes	500	40	400 citizens				about 10-20% more damage for musket

1 In the Weapon Production area you can research weapon types, production buildings, military units and upgrades.

The direction of your military research should be closely aligned with your strategic situation. If there is peace and you are not under immediate threat, the order is not important and you can take your time to tackle all the topics that interest you, from civilian research to shipbuilding and military branches. If a land war is looming, however, it is advisable to research new land units, while in the face of a naval war you should concentrate on improving ship types.

Swords

Icon	To know	Cost	location	away
	7	100	School	50 settlers

Swords are a key technology for researching further military research goals in ANNO 1503. They are made from iron in the Small Weapon Forge and enable the training of swordsmen, provided there is enough armor available.

Small weapon forge	Tool	wood	brick	marble	box	Maintenance
	4	4	2	-	200	40/15

bow

Icon	To know	Cost	location	away
	8	120	School	50 settlers

The bow is the first ranged weapon in ANNO 1503. Bows are made by a bowmaker from wood and rope. Archers are a good support for close combatants, as long as they are kept out of the fights themselves. The bow can be replaced relatively quickly by the more effective weapons crossbow and musket. Its research is the prelude to numerous upgrades and new research in the area of ranged weapons.

Bowmaker	Tool	Wood	Brick	Marble	Cost	Maintenance
	6	4	4	-	500	30/15

Lances

Icon	To know	Cost	location	away
	10	200	School	50 settlers

Lances are made in the Great Weapon Forge. They are needed alongside armor for the Lancer unit. Lancers have a bonus when fighting against cavalry.



Great weaponsmiths

Tool	wood	bricks	Marble	Cost	Maintenance
5	5	3	-	300	35/17

catapult

To know	Cost	Location	away
	15	200	School
			50 settlers

Simple troops such as swordsmen or archers alone cannot conquer a city. In order to destroy enemy buildings or walls, you need at least one catapult.

After researching the catapult, you can hire a war machine builder. He will make catapults and other siege machines for you out of wood and rope. The catapult does a lot of damage when hit, but fires slowly and moves more slowly than all other units.



War machine builder

Tool	wood	bricks	Marble	Cost	Maintenance
8	6	2	-	500	-

Siege tower

Knowledge	cost	location	away
	5	100	School
			50 settlers

Siege engines require research into the catapult and can also be manufactured by the war machine builder. Used correctly, they allow your troops to climb and occupy the enemy city walls.

cavalry

To know	Cost	Location	away
	7	100	School
			50 settlers

Cavalrymen require axes and armor as equipment. They can move twice as fast as other units and are rarely hit by ranged units when they are moving. Their greatest strength lies in attacking poorly defended ranged units and guns.

Hardened arrowheads

Knowledge	costs	Location	away
	10	250	School
			50 settlers

Hardened arrowheads improve the attack power of your archers. This technology also allows the Research into additional ranged weapons. Bonus: approx. 5-10% more damage from the bow.

Incendiary arrows

To know	Cost	location	away
	20	250	School
			50 settlers

Apart from catapults and other guns, normal weapons in ANNO 1503 cannot damage buildings with one exception: – once you have researched flaming arrows, your archers can set enemy buildings on fire and destroy them.

Feathered shaft

To know	Cost	Location	away
	10	250	School
			50 settlers

This technology offers a useful upgrade for archers, while also taking you a step further towards better ranged weapons. Arrows with feathered shafts have a range a few squares greater than normal arrows. Bonus: approx. 1-3 fields greater range for the bow.

Range crossbow

To know	Cost	Location	away
	20	150	School
			50 settlers

This upgrade is comparable to the feathered shaft: it increases the range of your crossbowmen by a few squares. Bonus: approx. 1-3 fields greater range for the crossbow.

Muskete

To know	Cost	Location	away
	30	500	university
			400 citizens

Muskets have a slightly shorter range than bows and crossbows and take much longer to reload. However, the damage they cause is more than twice as much. Muskets are made by the gunsmith, who is also responsible for making ship cannons.



Gunsmith

Tool	wood	bricks	Marble	Cost	Maintenance
6	3	8	-	500	40/15

Radschloss

To know	Cost	Location	away
	40	500	university
			400 citizens

Researching the Wheellock increases the musket damage by 10-20%.

Military expansions

Military expansions

Icon	Name	Icon Requirement.	Univer.	Gold	To know	Requirement icon	Building icon	Units	Bonus
	Reinforced Infantry Armor	-	-	100	25	170 settlers			approx. 5-10% more armor (hitpoints) for infantry
	Reinforced Cavalry Armor	-	-	100	25	170 settlers			approx. 5-10% more armor (hitpoints) for cavalry
	Double reinforced infantry armor		-	300	50	200 citizens			approx. 5-10% additional hit points for infantry
	Double reinforced cavalry armor		-	300	50	200 citizens			approx. 5-10% additional armor (hit points) for cavalry
	cannon		Yes	1,000	60	600 citizens			cannon
	Standardized caliber (cannon)		Yes	1,500	70	600 citizens			approx. 1-3 fields more range for cannon
	Explosive bullets		yes	1,800	80	600 citizens and 800 offices or 750 merchants			approx. 10-20% more damage for cannon
	mortar		yes	1,200	80	600 offices and libraries or 750 shops			mortar
	Mortar powder		mortar yes	2,000	100	750 merchants + library			approx. 1-3 fields more range for mortars

1 m range, Military expansions give you the opportunity to improve the various armor types as well as develop cannons and mortars for land combat.

Reinforced Infantry Armor

Icon	To know	Cost	Location	away
	25	100	School	170 settlers

This upgrade improves the armor of your swordsmen and lancers.

Bonus: approx. 5-10% better armor (more hit points) for the Infantry.


Reinforced Cavalry Armor

	Knowledge costs		Location	away
	25	100	School	170 settlers

Reinforced Cavalry Armor improves the armor of your cavalry to a similar extent as the armor upgrade for infantry.

Bonus: approx. 5-10% better armor (more hit points) for the Cavalry.

Double reinforced infantry armor

	Knowledge costs	Location	away
	50 300	School	200 citizens

This upgrade improves the armor of your sword fighters and lancers even further. Bonus: approx. 5-10% additional armor (more hit points) for the infantry.


Double reinforced cavalry armor

Icon	To know	Cost	Location	away
	50	300	School	200 citizens

Double reinforced cavalry armor further improves the armor for your cavalry.

Bonus: approx. 5-10% additional armor (more hit points) for the cavalry.

cannon

	Knowledge costs		Location	away
	60	1000	university	600 citizens

Researching the cannon enables the construction of a cannon foundry, in which cannons and later mortars can be made from iron and coal. The cannon represents the entry into the field of modern artillery, which culminates in the research of explosive projectiles and the mortar. Cannons have worse combat values than catapults, but can move faster and require only one Operating crew.

Cannon foundry	Tool	Wood	Brick	Marble	Costs	Maintenance
	10	10	10	-	800	-

Standardized caliber (cannon)

Icon	To know	Cost	Location	away
	70	1500	university	600 citizens

Standardized calibers for cannons are an upgrade that increases the range of cannons by a few spaces. Bonus: approx. 1-3 spaces longer range for the cannon.

Explosive bullets

Icon	To know	Cost	location	away
	80	1800	University	600 citizens + library or 750 merchants

The use of explosive rounds increases the damage done by cannons and allows the research of the mortar. Bonus: approx. 10-20% more damage from the cannon.

mortar

Icon	To know	Cost	location	ab
	80	1200	University	600 citizens + library or 750 merchants

The mortar is the ultimate weapon in ANNO 1503. With a high rate of fire, clean trajectory and considerable

chemical environmental damage, it can easily destroy larger groups of enemies in any terrain. It is one of the most expensive technologies and is only available from 600 citizens with a university and library or from 750 merchants.

Mortar powder

Icon	To know	Cost	location	ab
	100	2000	University	750 merchants + library

This technology can only be researched after building a library. The improvement with mortar powder increases the range of the mortar by a few spaces, making it even more powerful.

Bonus: approx. 1-3 squares greater range for the mortar.

Research 3

Marine techniques

Marine techniques

Icon	Name	Icon requirement	Univer.	Gold	To know	advance.	Icon	Building icon	Units	Bonus
	Schiffskanone	-	-	300	18	50 settlers		gunsmith		
	Medium warship		-	600	40	200 citizens			Warship	
	Large warship		-	1,000	60	600 citizens			Large warship	Allows the Great Shipyard
	Medium merchant ship	-	-	400	25	170 settlers			merchant ship	
	Large merchant ship		-	800	50	200 citizens			Large merchant ship	Allows the Great Shipyard
	Reinforced hull		1,000	yes	70	600 citizens				Bonus armor

In the 'Marine Techniques' section you can research new ship types, ship weapons and nautical upgrades.

armed warships to a neutral city can provoke a declaration of war. Armed merchant ships are exempt from this rule.

Ship's guns

Icon	To know	Cost	location	away
	18	300	School	50 settlers

As soon as your population has reached 25 settlers, you will be able to build a small shipyard. There you can build smaller warships and merchant ships yourself and strengthen your fleet. However, you will initially be missing the cannons before you can really turn a small ship into a small warship.

After researching ship cannons, you can contact the gunsmith, who makes ship cannons out of wood and iron. These are not to be confused with the guns for land battles. You can equip your ships with cannons via the shipyard (button, repair ship).

You should research the ship cannon technology relatively early on so that you can secure your supply routes with warships in the event of a conflict. However, pay close attention to where your armed ships are. Even an accidental approach of

	Gunsmith										
	Tool wood bricks			Marble Cost			Maintenance				
											
	6	3	8	-	500	40/15					

Medium merchant ship

Icon	To know	Cost	Location	away
	25	400	School	170 settlers

By researching the Medium Merchant Ship, this ship type will also be available to you in the shipyard.

As the name suggests, the medium-sized merchant ship offers more cargo and transport options than the small version. The hit points and the number of cannons are also higher - as are the running costs. Since you will probably only be transporting small amounts of goods from your supply islands to the main island at the beginning, you probably won't need this technology right away.



Medium merchant ship

Wood Materials Scile Ship's Canopy Costs Maintenance

25	10	7	4	2,500	15

Medium warship

To know	Cost	Location	away
40	600	School	200 citizens

The Medium Warship is the strongest ship you can build in the Small Shipyard. It has almost twice as many hit points as a Small and can carry a higher armament.



Medium warship

Wood Fabrics Ropes Ship's canals Costs Maintenance

25	10	7	(8) 2,500	15	

Large merchant ship

To know	Cost	Location	away
50	800	School	200 citizens

The large merchant ship has the largest cargo space of all ships for transporting goods. It can carry sufficient armament and is better armored than the smaller ships.

By researching this ship type, you also unlock the Great Shipyard, which is otherwise automatically available once you have 250 merchants.

Reinforced hull

To know	Costs from location	
70	1,000	university 600 citizens

To research this upgrade you need a university.

The Reinforced Hull increases the number of hit points of all your ship models.

It is recommended that you research this technology as quickly as possible. Although you only pay for the research once, you will benefit from the improved combat values of your ships for the rest of the game. Remember that each sunken ship costs you much more than 1,000 gold pieces! Bonus: additional armor for all ship types.



The Great Shipyard

Tool Wood Brick Marble Costs Maintenance

20	20	18	-	2,000	-



Large merchant ship (large shipyard)

Wood, fabrics, ropes, ship canals Cost Maintenance

35	15	10	(6) 3,500	15	

Large warship (galleon)

To know	Cost	Location	away
60	1,000	School	600 citizens

The galleon is the strongest battleship that you can research in ANNO 1503. The galleon has the best armament and the highest troop transport capacity. However, the large warship is not cheap and has high maintenance costs, which require a strong economy.

By researching this ship type, you will also unlock the Great Shipyard, which is otherwise automatically available once you have 250 merchants.



Large Warship (Great Shipyard)

Wood Materials Scile Ship Canal Costs Maintenance

40	15	10 (12)	4,000	25	

Research 4

Civilian research

Civilian research

Icon Name Icon Prerequisite Univer. Gold Knowledge Prerequisite Icon Building Icon										Units	Bonus	
	Spring			-	50	5	50 settlers		Spring		Bonus to fertility in barren areas	
	Fire department		Spring	-	50	5	50 settlers		Fire department		Helps against fire	
	Deep well		Spring	Yes	200	20	400 citizens				Improved fountain	
	weaving			-	300	20	50 settlers		Weberci			
	Stone bridge			-	200	30	200 citizens					
	Medic			-	200	50	200 citizens		Medikus, medicinal herb plantation		paramedic	Medic with medicinal herbs can fight the plague
	Fast healing		Medic	Yes	500	60	600 citizens					Bonus for Medicus
	library			Yes		2,000 60	600 citizens					Bonus of + 10 to max. knowledge (allows knowledge 100)
	Large ore mine			-	500	40	200 citizens		Large ore mine			
	District Court			Yes	200	30	400 citizens		District Court			Bonus against uprisings, discontent

In the 'Civil Research' area you can learn about new buildings and upgrades. If your military situation allows it, you should first concentrate on the civil research areas that are relevant to the further development of your civilization and the productivity of your businesses.

The fountain

To know	Cost	Location	away
5	50	School	50 settlers

If you build a well in the area of a plantation, the number of fields that lie fallow due to drought can be reduced somewhat. The well is an important addition, especially for the production of exotic goods such as spices and tobacco.

Spring	Tool	Wood bricks	Marble	maintenance costs
	4	2	3	-
				100

The fire station

Knowledge costs	Location	away
5	50	School
		50 settlers

Since pioneer and settler houses are at increased risk of fire, it is worth researching the fire department immediately after the well in larger towns and building a centrally located fire station. You will then no longer have to personally deal with every fire report and will not unnecessarily risk the loss of settler houses in which you have previously invested 7 tons of wood and 1 ton of tools.

Fire department	Tool	wood bricks	Marble	Cost	Maintenance
	4	6	-	-	200
					15

weaving

Knowledge costs	Location	away
20	300	School
		50 settlers

The weaving mill increases your fabric production and at the same time reduces the consumption of wool per ton of fabric. This saves space and money. For example, a large weaving mill can use the wool from three sheep farms to produce enough fabric to adequately supply up to 600 settlers or citizens.

weaving	Tool	Wood	Brick	Marble	Cost	Maintenance
	4	2	8	-	500	30/10

The stone bridge

Knowledge cost	location	away
30	200	School
		200 citizens

Once you have researched the stone bridge, when you build a cobbled road over a river, a stone bridge will automatically be placed in place of the existing wooden bridge. Stone bridges have twice as many hit points as wooden bridges and therefore cannot be destroyed as quickly.



Stone bridges are much more stable than wooden bridges.

The Great Ore Mine

	To know	Cost	Location	away
	40	500	School	200 citizens

As the game progresses, your iron requirements increase due to the increased production of tools and weapons. With the large ore mine, you can mine almost twice as much iron ore in the same amount of time as with the small one. The production costs per ton of iron ore remain roughly the same.



Large ore mine

Tool wood bricks			Marble maintenance costs		
					
8	20	10	-	1700	65/30

The doctor

	To know	Cost	Location	away
	50	300	School	200 citizens

After researching the Medic, you can train medics in the fortress who will automatically heal your infantry. This saves costs and allows your units to gain more experience and become more effective.

The new medic building and the medicinal herb plantation are also available as building options. As long as there are enough medicinal herbs in stock, the medic can effectively combat the plague in your city.



Medic

Wooden tool	brick	Marble Cost	Maintenance		
					
4	8	5	-	500	20

The Deep Well

	Knowledge cost location			away
	20	200	university	400 citizens


The deep well replaces the normal well in the construction menu and is a little more expensive than the latter. A deep well has a greater chance of making dry fields in the area of a farm fertile for agriculture. Unfortunately, the old wells cannot be upgraded. Since there are only construction costs and no running costs, building is worthwhile in almost all cases, provided you have a healthy balance sheet and sufficient materials.



Deep well

Tool Wood Brick Marble Costs Maintenance					
					
5	2	3	-	150	-

The district court

	To know	Cost	location	away
	30	200	university	400 citizens

If the supply situation in your city deteriorates, the residents will become angry and the population will decrease. In the worst case scenario, there could be an uprising in which the angry residents burn down parts of the city. As soon as uprisings are possible in future ANNO 1503 versions, you can counteract this danger by building a district court.



District Court


Tool wood bricks			Marble Cost		Maintenance
					
4	3	4	-	400	40

Fast healing

	Knowledge cost location			away
	60	500	university	600 citizens

Knowledge of rapid healing increases the effectiveness of the medic. He can now carry a larger amount of medicinal herbs with him on his rounds through the city and no longer has to go to his practice to get supplies as often.

The library

	To know	Cost	Location	away
	60	2,000	university	600 citizens

A library in the city increases the knowledge capacity of your population by ten points. This makes it possible to research technologies that would otherwise not be available at this level. The technology mortar powder, for example, requires a knowledge level of 100 points and can therefore only be researched with a library.



library

Wooden tool	brick	Marble Cost	Maintenance		
					
20	12	24	12	2,000	100

Military

Since ANNO 1503 is a fairly peaceful game by default, it depends largely on your playing style whether or not you will go to war with your competitors. If you do not build fortresses, weapon forges and warships, you can generally enjoy a very peaceful game and the computer opponents adapt their construction speed to your level of development. However, as soon as you start military production, the AI's reluctance is lifted.

Military conflicts can break out very easily in ANNO 1503. If, for example, one of your war fleets accidentally invades enemy territory, you must expect an immediate declaration of war and attacks by sea and possibly by land, depending on the character and strength of the computer opponent in question. Fortunately, you can usually settle such conflicts peacefully in diplomacy mode by paying a tribute.

Production of military units

Compared to the four soldier types available in ANNO 1602 (swordsmen, musketeers, cavalry and gunners), ANNO 1503 offers you almost four times as much variety and significantly more strategic scope for action with 15 different military units. The better you know the strengths, weaknesses and areas of deployment of your individual troop types, the easier it will be for you to deploy your soldiers as effectively as possible in the field.

The individual available troop units can be classified according to their functionality as follows:

Class	function	Unit
infantry	Melee fighters	• Pikeman
		• Swordsman
		• Lancer
		• Musketeer
	Ranged fighter	• Archer
		• Crossbowman
		• Musketman
	supporting military units	• Scout
		• Paramedic
		• Operating crews
		• Siege tower
cavalry	Melee fighters	• Kavallerie
artillery	Ranged fighter	• Catapult
		• Cannon
		• Mortar

The first requirement for setting up an army is a healthy economy. Since the production of weapons, training and maintenance costs are not exactly cheap, you will need a corresponding surplus of gold pieces depending on the size of your army. In addition, your city needs to be a certain minimum size in order to be able to exceed the knowledge capacity.

to be able to research the individual military topics at school or university. The larger your city is, the faster your inhabitants generate new knowledge and the faster you can progress in research. Apart from the simple troops of pioneers, pikemen and operators, you must first research all other troop types and weapon production in ANNO 1503 (see the Research section).

Icon	Name	Icon	Raw materials	manufacturing location
	armor		Leather, iron	Armorsmith
	Swords		iron	Small Weaponsmith
	Bow, crossbow		Wood, ropes	Bogenbauer
	Lance, ax		Wood, Iron weaponsmith	Size
	Musketeer		Wood, iron	Gunsmith

Overview of weapons production

The armor, weapons and war machines needed to equip the units can be manufactured in the relevant armaments factories after they have been researched (see also the 'Production' sections and the production overviews in the appendix). If you are short of money or resources, make sure that you stop production as soon as your warehouse is sufficiently full for the situation. In most cases, it is sufficient to produce a few dozen armor and weapons of each type, rather than a few hundred.

Depending on the progress of your civilization, you will have three types of fortresses of different sizes available to you during the game. You will pay enormous construction costs to build a fortress, but there is no maintenance, just like with the shipyard, the war machine builder and the cannon foundry. In principle, you can recruit all units in all three types of fortress, but the three types of fortress each offer a different number of training places.



Although the training of a single unit takes exactly the same amount of time in all fortresses, due to the higher capacity in a large fortress you can train twice as many soldiers in the same amount of time as in a small fortress with a high number of training units. In addition, you can station different numbers of units in each fortress, which can then defend the fortress in an emergency. There are no other differences between the three types of fortress.

type	Available from					Training places	Training soldier positions
Klein 30 Pioneers 10		20	--	600		4	5 sec 2
Means 120 Citizens 10		15	20 1,000			6	5 sec 4
Large 250 Kauf. 20 15			30 2,500			8	5 sec 8

Overview of the characteristics of the three fortress types

If all the necessary equipment is available in your offices or market buildings, you can train infantry and cavalry units in the fortress.

Unit	Equipment needed	Training costs	Ongoing costs
Pikeman	1 wood	90	2
Archer	1 sheet	150	2
Lancer	1 lance, 1 armor	150	2
musketeer	1 musket, 1 sword	190	4
Swordsman	1 sword, 1 armor	150	2
cavalry	1 axe, 1 armor	200	3
Musketeer	1 Muskete	220	2
Crossbowman	1 crossbow	200	2
Operating crew	--	100	1
paramedic	--	350	5
Scout	1 tool	50	1

Overview of training costs



War machine builder

Tool	wood	bricks	Marble	Cost	Maintenance
	8	6	2	-	500

After researching this, you can have a war machine builder build a catapult and a siege tower out of wood and rope. It takes about 50 seconds to build such a war machine.

Icon	Name	raw materials	Cost	Maintenance	Construction time
	catapult	10 wood, 1 rope	300	5	50 Sek.
	covering tower	12 wood	700	10	50 Sek.

Note: War machines are delivered ready for use after production with two operating crews.



Cannon foundry

Tool	Wood	Brick	Marble	Cost	Maintenance
	10	10	10	-	800

Cannons and mortars are manufactured in the cannon foundry using iron and coal. The manufacturing process is completed after about 20 seconds. Although all war machines and guns are delivered with operating crews from production, it does no harm if you train additional operating crews as a reserve. Icon Name Raw materials Costs Maintenance

Icon	Name	Raw materials	Costs	Maintenance	Construction time
	cannon	5 coal, 1 iron	350	5	20 Sek.
	mortar	5 coal, 1 iron	400	10	20 Sek.

Cannons and mortars are each delivered with an operating crew.

The combat values of military units

As the following table shows, the military units in Anno 1503 are parameterized much more complexly than it may seem at first glance:

Unit	combat radius/reach	Reaction radius	Speed	Attack strength	Fight time	Battle-value	Life points (Hitpoints)	Advanced combat value
Pikeman	0.75	7	12	4	1.5	2.67	50	133.5
Swordsman	0.875	7	12	8	1.3	6.15	90	553.5
Lancer	0.875	7	12	17	2.5	6.8	120	816
musketeer	0.75	7	12	14	1.7	8.24	150	1,236
cavalry	0.75	7	22	8	1	8	135	1,080
Archer	9	10	12	6	1.8	3.3	52	171.6
Crossbowman	9	10	12	7	1.6	4.38	60	262.8
Musketeer	7	10	12	20	3.5	5.71	65	371.15
paramedic	0.75	7	12	9	2.8	3.21	35	112.35
Scout	0.5	7	12	3	1.5	2	35	70
Operating crew	0.875	7	12	3	1.5	2	70	140
catapult	10	10	7	45	9	5	110	550
Siege tower	-	7	12	-	-	-	300	-
cannon	9	10	12	40	5	8	110	880
mortar	10	10	12	60	7	8.57	110	942.7

Explanations of the combat values table:

combat radius/range

The combat radius describes the maximum range of an attack. Close combat units such as the swordsman or the cavalry have a combat radius that is less than one. The recruitable ranged fighters, on the other hand, have ranges between 7 (musketeer) and 10 (mortar) fields. Catapults and mortars have the greatest range, but this can be further improved by researching the corresponding military upgrades for most ranged units (safe, research).

Reaction radius

The reaction radius defines the distance at which a military unit consciously perceives an enemy and reacts according to the combat attitude (passive-normal - aggressive). With normal or aggressive behavior, the unit will move towards the enemy and possibly pursue him until it is within combat range and can attack.

speed

There are only three different numerical values for the speed of units in Anno 1503. The middle value of 12 applies to almost all troop types. Only the cavalry is a little faster with a value of 22. The catapult, on the other hand, creeps slowly behind with a value of seven. The numerical values are to be understood in such a way that in the time it takes a cavalryman to cover a distance of 22 fields, most units have only moved 12 fields and the catapult struggles around field 7. This means, among other things, that the cavalry is able to catch up with all other troop types, while most other troop types are equally fast and cannot catch up with each other.

Attack strength

Attack strength = damage per attack

The attack strength is nothing other than the maximum possible damage that can be deducted from an opponent's life points (hit points) when hit. The mortar takes first place in this category with an attack strength of 60 points, which is enough to immediately banish light units such as the pikeman or the archer from the game if hit directly. For units with environmental damage (explosive projectiles), the damage is distributed over a larger area around the point of impact, with the damage decreasing steadily from the center outwards.

Fight time

Combat time Time per attack

The combat time describes the time it takes to attack (including reloading long-range weapons). For a mortar with a combat time of 7 seconds, this means that the second shot will be fired approximately seven seconds after the first.

combat value

Combat value = attack strength per combat time

= Damage per attack/time per attack

= Damage per time

As a quotient of attack strength and combat time, the combat value means an average damage per second. This value is better for the mortar than for all other units due to its extremely high combat strength.

hitpoints

Each unit has a finite number of hit points, from which the damage caused is deducted when it is hit. The hit points of a unit are shown as a small status bar above the selected unit. If the number reaches zero, the unit dies. The medic is able to slowly replenish the hit points of other units. With war machines, a distinction must be made between the hit points of the device and the hit points of the operating crews.

Advanced combat value

Extended Combat Value = Combat Value Hitpoints

If two units face each other in close combat, the extended combat value allows a rough estimate of which unit will leave the field as the winner. The musketeer and the cavalry have good values in this category, as they both have a high combat value and a lot of life points.

Bonus values

In addition to the "normal" attack values mentioned above, further bonuses come into play in battle when certain units collide with one another. This creates the well-known "rock paper scissors" effect, so that for every strong unit there is also a counter-unit that is able to effectively stop the former.

	Lancer	musketeer	cavalry
Operating crew	0	10	10
paramedic	0	10	10
Musketeer	0	0	10
cavalry	10	0	0
Lancer	0	10	-10
Crossbowman	0	0	10
Archer	0	0	10
Swordsman	0	10	10
Donkey	0	0	10
Scout	0	0	10

Unit-related bonus attack values

The lanceman receives a bonus of +10 against cavalry and is therefore very well suited to protect defenseless ranged fighters against enemy riders (anti-cavalry).

The Musketeer receives a bonus of +10 against Lancers and other close-combat infantry units (Anti-Lanceman).

Finally, the cavalry has a bonus of +10 against almost all other units with the exception of the lancers, from whom they receive a penalty of 10, while the lancers also receive a bonus of +10 to their own attack value. Due to their high speed, they are well suited to combating ranged fighters and artillery, as they can hardly be hit while moving (anti-range fighters).

Assembling and controlling an army

An army in Anno 1503 should always be a "healthy" mix of melee fighters, ranged fighters, guns and supply units. Which unit types of the corresponding category you recruit or produce is ultimately up to you and also a question of your account balance. Basically, your army should consist of the strongest unit types of each category, e.g.

- 👑 Musketeers or cavalymen as close combatants
- 👑 Musket shooters or crossbowmen as ranged fighters
- 👑 mortars as guns
- 👑 Medics and service teams as supply units, scouts to take over buildings (main market buildings)

Danger

Always take enough crews of operators with you on a campaign as 'foot soldiers'. This will allow you to take over enemy guns that have no leaders and to re-occupy your own if your crews are eliminated.

After assembling an army, you must ensure that it is controlled efficiently. Group the unit types of one type so that they form an orderly battle formation (group formation with <CTRL> + number key 0-9). Group all melee fighters, all ranged fighters, all guns, all medics, etc. together so that you can quickly call them up later with a single keystroke. Also try grouping individual unit types, such as all musketeers, all mortars, all cannons, etc. This way you can quickly and specifically exploit the advantages of a unit type in battle.

You should always send your army into battle in a well-ordered manner by placing your unit categories in positions where they can have their full effect. We recommend:

1 First row of melee fighters:

Lancers, cavalry, musketeers, swordsmen, etc.

2 Second row ranged fighters:

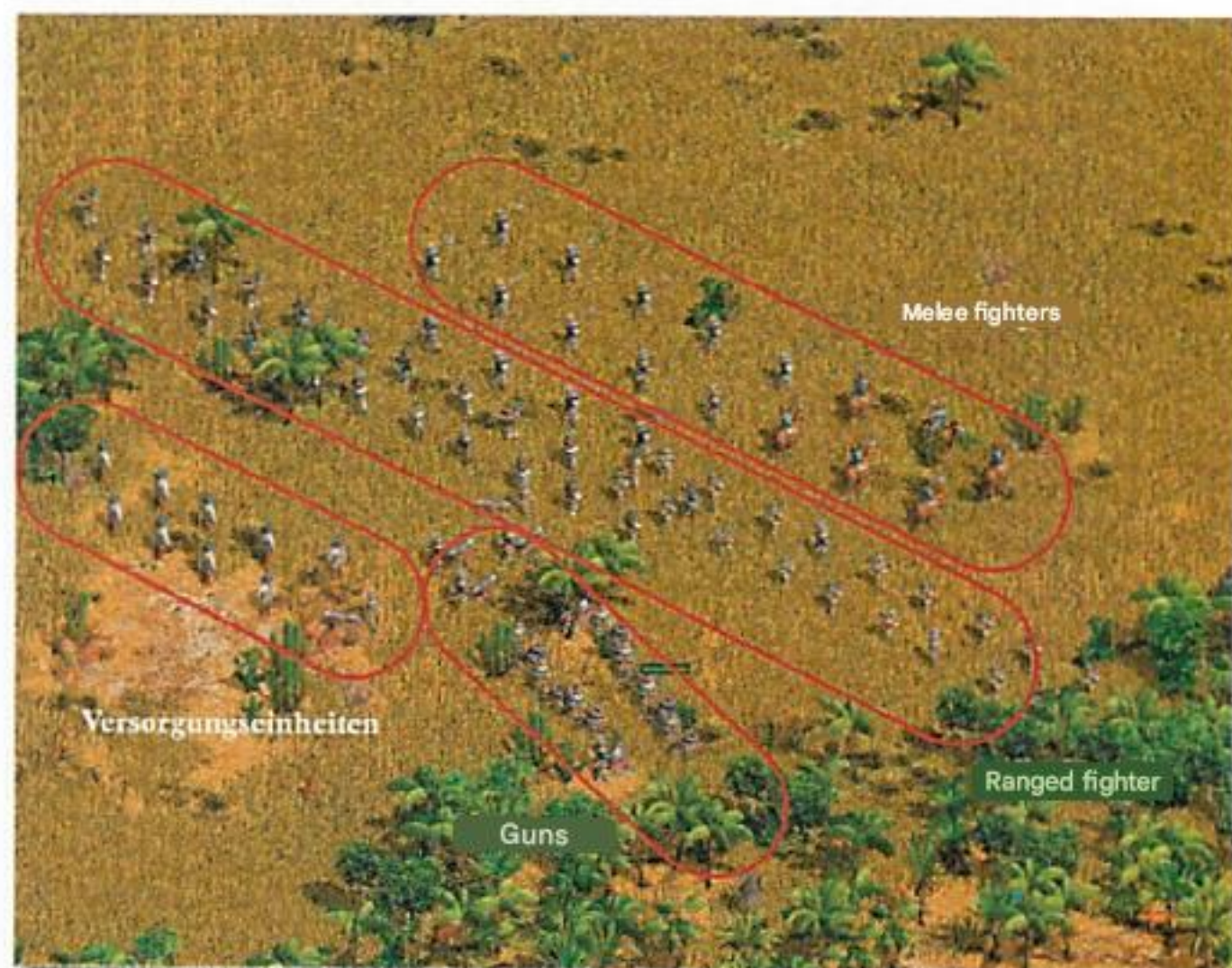
archers, crossbowmen and musket shooters.

3 Third row guns:

Mortars, cannons and catapults.

4 Fourth row (supply units):

crews, medics and possibly siege towers.



Always send your army in a well-ordered manner to the ANNO 1503 battlefields.

Also, assign each group an appropriate formation that is appropriate to the terrain or the target of the attack!

Seekampf

The sea routes between the islands are the most important transport routes in the map world of ANNO 1503. After the first civilizational rise to the settler level, you are practically forced to build a trading fleet and possibly even a small war fleet to protect your tobacco and spice routes.

You can build new ships as soon as you have a small shipyard (25 settlers) and a large shipyard (250 merchants). The six possible ship models can be divided into merchant ships and warships, each of which comes in small, medium and large versions. At the beginning, however, you can only order the two small versions.

You must first research all other ship types at school or university. In general, you can only build small and medium-sized ships in the small shipyard. However, as soon as you have researched the large warship or merchant ship, the large shipyard will automatically be unlocked, unless you have already

Availability and construction costs for shipyard buildings

Name	Available from	Hammer	Wrench	Brick	Leather	Gold	Spice
Small shipyard	25 settlers	15	18	12	0	1200	0
Big shipyard	250 merchants	20	20	18	0	2000	0

have reached the appropriate civilization level. (For more information, see the Research section of this chapter.)

The shipyard

Ships in ANNO 1503 are made of Wood, fabrics and ropes, ship cannons are used for armament and are optional equipment. If you click on the shipyard and have enough gold pieces and building materials in stock, you can build a new ship there with a mouse click.



ship. But your old ships will also have to go to the shipyard from time to time, when you want to arm or disarm them or repair them. As long as you have enough reserves and material stocks, several ships can even be repaired at the same time. However, always remember that the cost of a repair is proportionally roughly the same as the new price of the respective ship type. This means that a ship that is 80% damaged will cost around 80% of the new building costs (gold pieces, wood, fabrics, ropes) to repair. However, you only lose the ship's cannons if the ship sinks. And: shipyards do not incur any running costs.



The shipyard menu is used for new construction and repairs in ANNO 1503 are slightly lower than that of ships. The shipyard has direct access to the market or office.

Vessel details

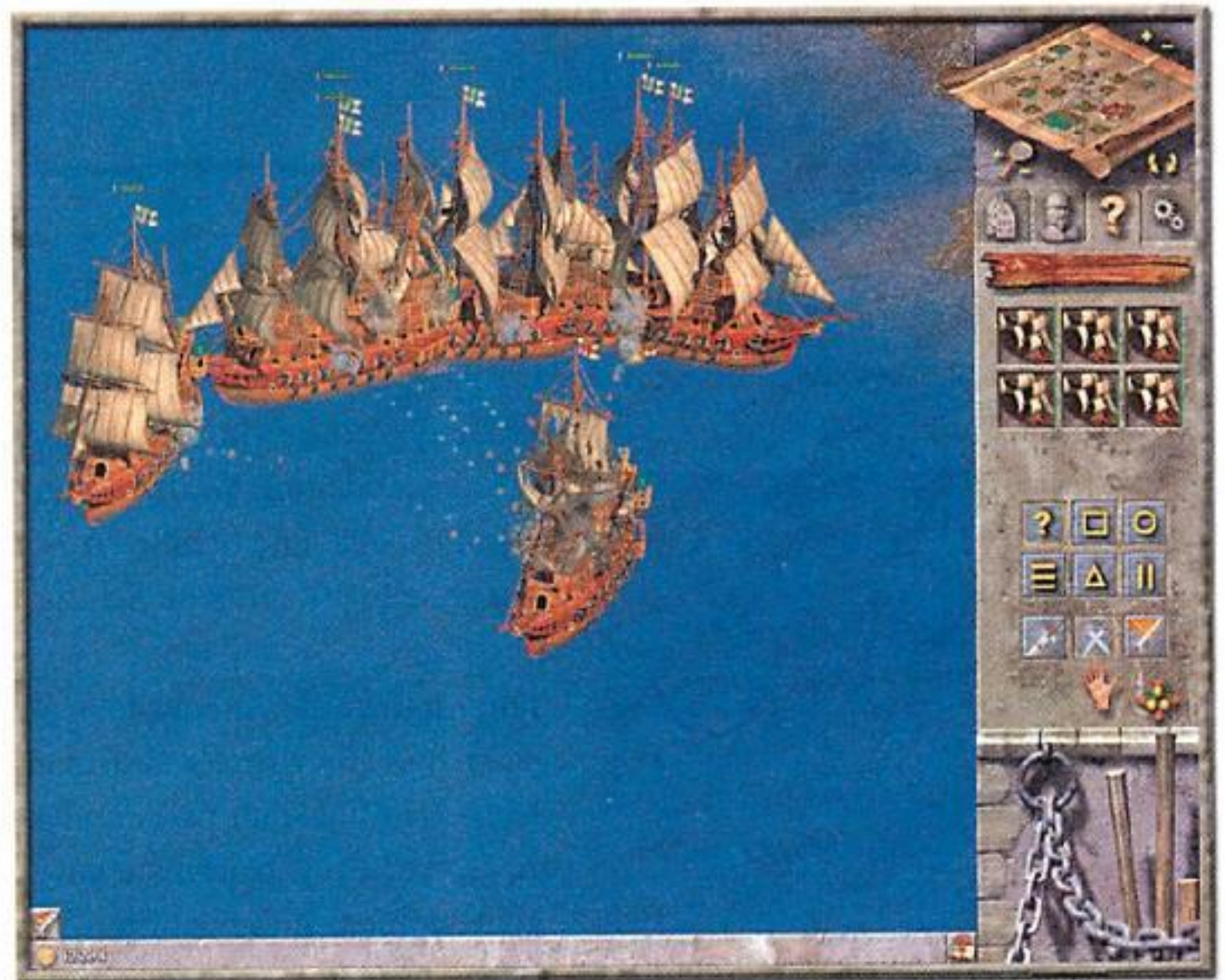
As you can see from the table below, the individual ships differ not only in terms of construction costs, transport capacity and armament, but also in their speed and maneuverability. Merchant ships can generally transport larger quantities of goods, while warships can take more soldiers and ship cannons on board. The defense value (hit points) increases as expected with the size of the ship and is always greater for a battleship than for a merchant ship of the same size. The sailing speed of warships is higher than that of merchant ships, which makes privateering quite difficult. Since the speed decreases with increasing cargo

volume relative to the total capacity, you should only load warships with goods in exceptional cases. Just 50 or 100 tons of cargo can turn your warship into a real snail, while a large merchant ship with 200 tons of goods on board will easily whiz past. In general, the large merchant ship is the largest and fastest cargo transport ship in ANNO 1503. Since it is also extremely cheap to maintain, it should sooner or later replace all other freighters.

Combat stats for ships

All ship cannons have a combat radius of eight squares and an attack value of 30, regardless of which ship they are stationed on. Since it is not possible to fire broadsides (i.e. all cannons at once) in ANNO 1503, the guns must fire one after the other. Since in a period of about 10-15 seconds at normal game speed all ships involved in a battle fire all their cannons exactly once, the firing rate increases with the number of on-board guns.

This can best be shown with an example: In a battle between a large and a medium warship, in the first round (i.e. a successive broadside), the large ship fires twelve shots with a damage potential of $12 \times 30 = 360$ points, while the medium ship only fires eight times and can therefore only cause damage of $8 \times 30 = 240$ points. After 34 hits, the medium ship will sink. The damage to the large ship then amounts to approx. $23 \times 30 = 690$ points, which is almost 50% of the



Not particularly exciting, but all the more effective: lone fighters have no chance against such an armada. Use the combination of the Alt key and right click to make all your ships take part in the fireworks.

Vessel details

	Transport-Slots							cannons	Movement speed	rotation speed	
	Wooden fabrics	Ropes	money	Maintenance	goods	Soldiers	defense value				
Small merchant ship	15	8	5	1,500	10	4	2	600	0	30	110
Small warship	15	8	5	1,500	10	2	6	700	6	30	100
Medium Merchant Ship 25		10	7	2,500	15	6	2	900	4	35	100
Medium warship	25	10	7	2,500	15	3	8	1,000	8	25	100
Large merchant ship	35	15	10	3,500	15	8	3	1,200	6	40	100
Large warship	40	15	10	4,000	25	4	12	1,400	12	27	125
Pirate (small)	15	8	5	1,500	12	4	4	1,100	6	26	100
Pirate (large)	25	10	7	2,500	15	8	8	1,400	8	26	100

substance and costs about 2,000 gold pieces, 20 tons of wood, 8 tons of fabric and 5 tons of rope to repair.

As you can see from this example calculation, heroic duels between individual ships are extremely costly and should therefore be avoided. If you are forced to wage a naval war, you should always try to attack individual opponents with superior numbers. This may not sound particularly honorable, but it makes survival in these rough times much easier. The more ships you use, the faster your opponent will sink and the less damage he can do.

If you modify the previous example by using three large ships instead of one, the battle time is effectively reduced to a third, so that your fleet only suffers a third of the damage in total, i.e. about 210 points (instead of 690).

This tactic doesn't necessarily mean that you always have to build a larger war fleet than your opponent. You just have to keep them together and use them properly.

Tip

Special features of sea combat

The naval battles and combat controls in ANNO 1503 take some getting used to. The ships usually stop before they fire. The ship's cannons are also always fired in such a way that they would hit the enemy if he continued to move - which is usually not the case. However, you can also use this to your advantage.

When you attack an enemy with your fleet, it may happen that not all of your ships take part in the battle and you therefore suffer higher losses than necessary. However, by using the Alt key and right-click, you can make all of your ships attack the enemy.

Pursuing a fleeing ship by right-clicking on the enemy is almost impossible. Your only chance is to overtake him with your fleet and confront him. As soon as your opponent's ship is more heavily damaged, his speed decreases and you have an easy time of it.

Pirates

Pirates are a nuisance and recurring enemy at sea, unless you have already deactivated them at the start of the game. In the endless game, the pirate plague usually begins when you enter the settler phase, as you are now able to build a shipyard



Commercial voyages under a white flag are safer.

and repair damaged ships or replace lost ships.

Pirates have the habit of settling down sooner or later in their island world. At some point they build on

a small, uninhabited island, a

small settlement in which they produce food (and possibly other goods) and offer it for sale. The office is also the contact point for diplomatic actions, i.e. protection money payments and orders.



In addition to trading, you can also pay protection money at the pirate office



.. or incite the pirates against your competitors.



Trading with the pirates can be worthwhile. You can often find real bargains here.

Tip

If the constant pirate attacks on your trade routes become annoying at some point, you can send your trading fleet - if it is unarmed - on an auto route under a white flag. This prevents the pirates from shooting, and since your ship does not even stop on the automatic trade route, the pirate cannot usually get hold of any goods. Large trading ships are also much faster than the pirates and are therefore safe from attacks.

Computer opponents

CHAPTER 2

When playing Anno 1503, you will repeatedly come across computer opponents, whose playing behavior and strategies differ greatly from one another depending on the character. In the endless game, each character comes from a selection of 12 pre-defined profiles that determine behavior in such important areas as trading habits, aggressiveness, expansion efforts, and land and sea warfare strategies.

While in the easier games you mostly deal with peaceful and less aggressive characters, in the higher difficulty levels you will repeatedly encounter warlike (→ aggression) and expansion-happy (→ city size) computer opponents who make life difficult for you in your endless game. The preferences for military action on land and at sea, whether attacks are carried out with many or few units, are also determined in this profile.



Furthermore, the trading habits of the computer opponents are defined by the selected profile. Whether a competitor trades at all, whether he (in the case of an existing trade contract) requests goods himself (purchase), offers them (sale) or hoards them (warehousing), whether he purchases goods offered at the other players' offices (collection) or sells goods requested there (delivery) is all predetermined.

This computer opponent is easy to trade with.....

Name	Trade purchasing	Trade sale	price trading limit +/- %	Transport pickup	Transport Delivery	Warehousing
Dealer	X	X	25	X	X	High
Reserved	X	X	23	X	X	High
Still	X	X	18	X	-	Low
Emporkömmling	X	X	22	X	X	High
Just	X	X	20	X	X	Medium
Fidel	X	X	20	X	-	High
Introverted	X	X	18	X	-	Medium
Fearful	X	X	18	X	-	Medium
Resentful	X	X	22	X	X	medium
Warlike	X	X	18	X	-	low
tactician	X	X	18	X	-	low
Ruthless	X	X	22	X	X	high

The trading habits of the computer opponents

Character class	Aggr.	City size	Max. Civilization Level	Attacks with small fleet	big small big	Character traits
Dealer	0	4	merchants	-	-	Absolutely peaceful, good trader
Reserved	1	4	merchants	X	-	Not very warlike, good trader
Still	1	5	merchants	-	X	Not very warlike, shrewd trader
upstart	2	5	merchants	X	-	Expansionist, militarily present but weak
Just	3	5	merchants	X	X	Just ruler with large fleet, good trader
Fidel	3	6	merchants	X	-	Conditionally aggressive, good and shrewd trader
Introverted	4	6	merchants	-	-	Bad trading partner, attacks direct neighbors
Fearful	5	6	merchants	X	X	Mediocre economy, militarily strong but rather defensive
Resentful	5	7	merchants	X	-	Militarily strong, but not necessarily aggressive, very good trader
Warlike	6	7	merchants	X	X	Weak economy, very warlike and aggressive
tactician	7	7	merchants	X	X	Weak economy, warlike and aggressive, tactically skilled
Ruthless	7	5	merchants	X	X	Mediocre economy, very warlike and aggressive

Overview of the character profiles of the computer opponents in the areas of aggression, expansion and military strategies.

CHAPTER 3

The campaign

The campaign in ANNO 1503 consists of a total of twelve connected missions, which you must complete will keep you glued to the screen. The sequence is as follows strictly according to a campaign structure for a certain period of time, i.e. you cannot play mission 2 until you have completed mission 1, etc. You can expect varied objectives with a large number of different tasks, which are even updated repeatedly within a mission. For example, you must rebuild an almost completely destroyed city, settle a certain number of citizens or destroy an enemy castle. Let yourself be surprised by the variety of tasks in the missions. The following pages will tell you everything you need to know to complete the campaign.

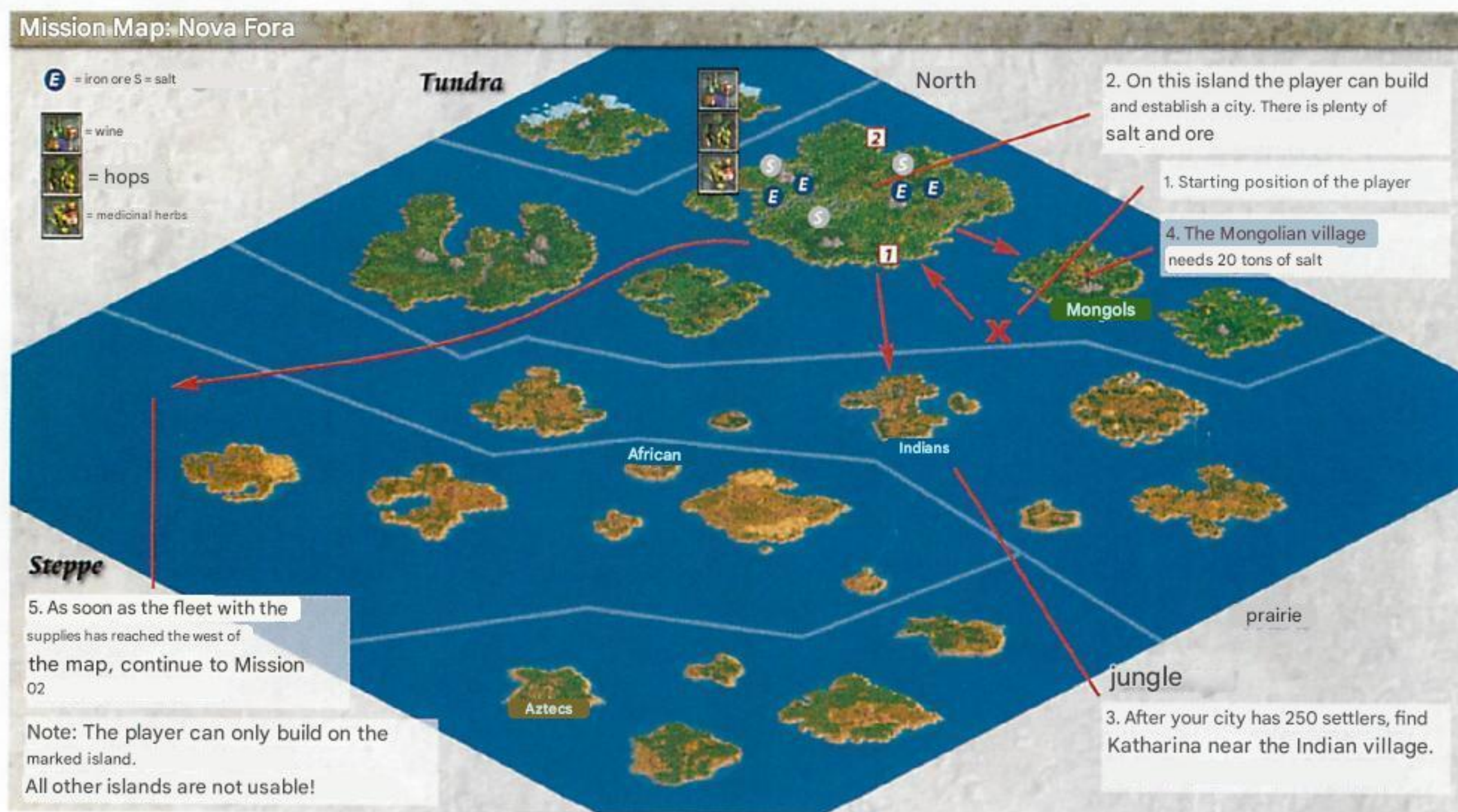


NeoBandit777

Mission 1

With a ship, some provisions and a few loyal souls, you sail to the outskirts of the civilized world. The Duke of Breitenstein, who rules there, is a charismatic man, impressed by the impetuous manner in which you ask for permission to sail on one of the

to build a settlement on the surrounding islands. When he agrees and shakes your hand, he pulls you towards him and whispers in your ear that you can make it here if you prove yourself.



Mission conditions

👑 difficulty	★
👑 Starting capital	30,000
👑 Number of computer opponents: no	
👑 Pirates (aggressiveness)	no
👑 Pirate's Nest	no
👑 Flying traders	Yes
👑 Fire	Yes
👑 Natural disasters, yes	
👑 Special features Small	trading ship with 17 tons of food, 100 tons of tools and 30 tons of wood. Tools and iron can be purchased from the free trader as required. Highest possible level: Settler. Ship limit: 4. Soldier limit: 9.

1. Mission objective

- 👑 Travel to the island that the Duke has assigned to you and found a city in which at least 250 inhabitants have settler status! A flag should show you the way.

Mission solution



The island that Duke von Breitenstein has given you is in the north. At the start of the game, it is briefly marked with a flag on the overview map. But you can also recognize it by the fact that it is the only island on which you can settle in this mission.

So keep your ship on course for the island and send the scout ashore first. Since you have enough gold and no computer competitors are breathing down your neck in this game, you can explore the area at your leisure at the beginning before you start building the settlement. The scout will report from his exploration tour that the area has several ore and salt deposits. You can also grow hops on your island 100% of the time. So overall, you've made a good choice with the location you've been assigned.

Lay the foundation for your city by building the office on the southern coast at P1.

Then proceed with the construction sequence as in a normal endless game (see endless game tutorial). Start building



with wood production (4 forestry houses) so that you can replenish your wood supplies, which will soon be used up. Then build supply companies: 1 hunting



lodge (food), 1 tannery (leather), 2 sheep farms and 1 weaving room (fabric). Then expand



your settlement with 2 main market houses in the direction of the P2 mountain range. When designing your settlement area, take into account



that you will definitely need salt as the mission progresses and therefore need access to a corresponding deposit. Since you can find both salt and iron ore in the mountains near P2, you should expand your settlement in this direction.

Then you build the first houses and settle the first pioneers. During the course of the mission you will have a whole series of expenses for iron and tools as well as new buildings. You should therefore plan a larger settlement of 30 to 40 houses straight away so that the correspondingly large number of consumers to whom you sell essential goods will bring you the necessary income. You can build your pioneer settlement relatively compactly. In the city center, with the main market building already placed, only leave room for two market stalls (food/salt and fabrics/leather) as well as for an inn, a chapel, a school and the fire department. You will not need any more public buildings in this mission, in which you only advance to the settler phase.

In order to reach a population of 250 settlers, as the Duke has requested, you only need 17 settler houses, but build 24 houses at the beginning (as in the endless game tutorial). Arrange the residential buildings in blocks of two by two around the center (see the illustration below). Then build 2 potato farms. Wait until you have a stock of around 20-30 tons of alcohol before you start to move up to the settler



level by building a chapel and an inn.



Once you have 80 settlers, stop issuing building materials, build a third main market building in the direction of mountain P2 and place 1 quarry and 1 stonemason on the mountain slopes. Make sure you also get the remaining workshops ready now.



witness from the ship to the office.



Use the first bricks to build the school in the center,



where you will research the well, the fire department and the weaving mill (in that order). Immediately after



that, also in the center, build the fire department building, as the risk of fire is ever-present in this mission.

Then expand the production of food, alcohol and materials as needed, namely



by creating a food production chain of 2 cattle farms and 1 butchery, by placing a



third sheep farm and replacing the weaving room with a weaving mill, and by building 2 hop farms and 1 brewery to



expand alcohol production. You will need 360 settlers to do this, which means you will need to unblock the building material so that development can continue.

Danger

As a result of these production expansions, your tool supplies will run out. So you must now - if not before - put tools or iron into the office as purchase goods. If you buy iron from the travelling traders, you will of course have to build a forge that will make the tools from the purchased raw material and wood.

In this phase, increase the number of your residential buildings to 40 so that you have more residents and thus higher sales and income. Upgrade all 40 houses to settler houses so that you finally have 600 settlers.

Your balance should then be in the black by around 150 gold pieces (without taking purchases into account). You can now



build up your own iron production with 1 small ore mine, 1 small ore smelter and 1 forge.



Alternatively, you can continue to buy tools or, if you have your own forge, iron. The merchant delivers regularly and in large quantities in this mission. However, in the long run, you will not be able to get by just buying tools. When you later start producing weapons with various workshops (see below), you will need

You will definitely need iron as an input, so sooner or later you will have to mine it yourself or buy it. Purchasing iron in the office and producing your own tools in the forge is a good solution for the entire duration of the mission.

As you develop your settlers, you will eventually reach 250 settlers and have completed your first mission. After that, you will receive a new task:

In the last few days, many foreign ships have docked in your harbor. One of them bears the Duke's banner. The diplomat sent by Breitenstein asks for help in the name of his master: Katharina von Breitenstein, the Duke's niece, has gone missing on a journey to a native tribe. You immediately set out to find the noblewoman after the diplomat has given you the approximate details of her last whereabouts.

2. Missionsziel

Find Katharina von Breitenstein and bring her back to your city!

As soon as you have received the new order, Katharina will be visible as a new unit on the overview map. She is in the middle of the map on the prairie island with the Indian village and is



just waiting to be picked up by your ship. So set sail, head towards it and bring Katharina on board by right-clicking. Then escort the rescued woman by ship to your office and let her disembark there. As soon as von Breitenstein's niece has set

foot on the main island, you will receive new instructions:

After several days of searching, you finally find the somewhat battered stranded woman. Breitenstein's niece captures your heart the moment your eyes meet. As thanks for saving her, the beautiful girl gives you a strange yet familiar-looking piece of jewelry. You are amazed when you realize that the decorations are the same ones that were engraved on your amulet. Following a hunch, you try to connect the two pieces, which works effortlessly. Katharina is also surprised, but finally insists on going to the native tribe that was the actual goal of her journey. When the ship reaches the island, you meet the strange but friendly natives. They are interested in salt, which they urgently need to preserve their food supplies.

3. Missionsziel

Find the Mongols and trade 20 tons of salt with them!

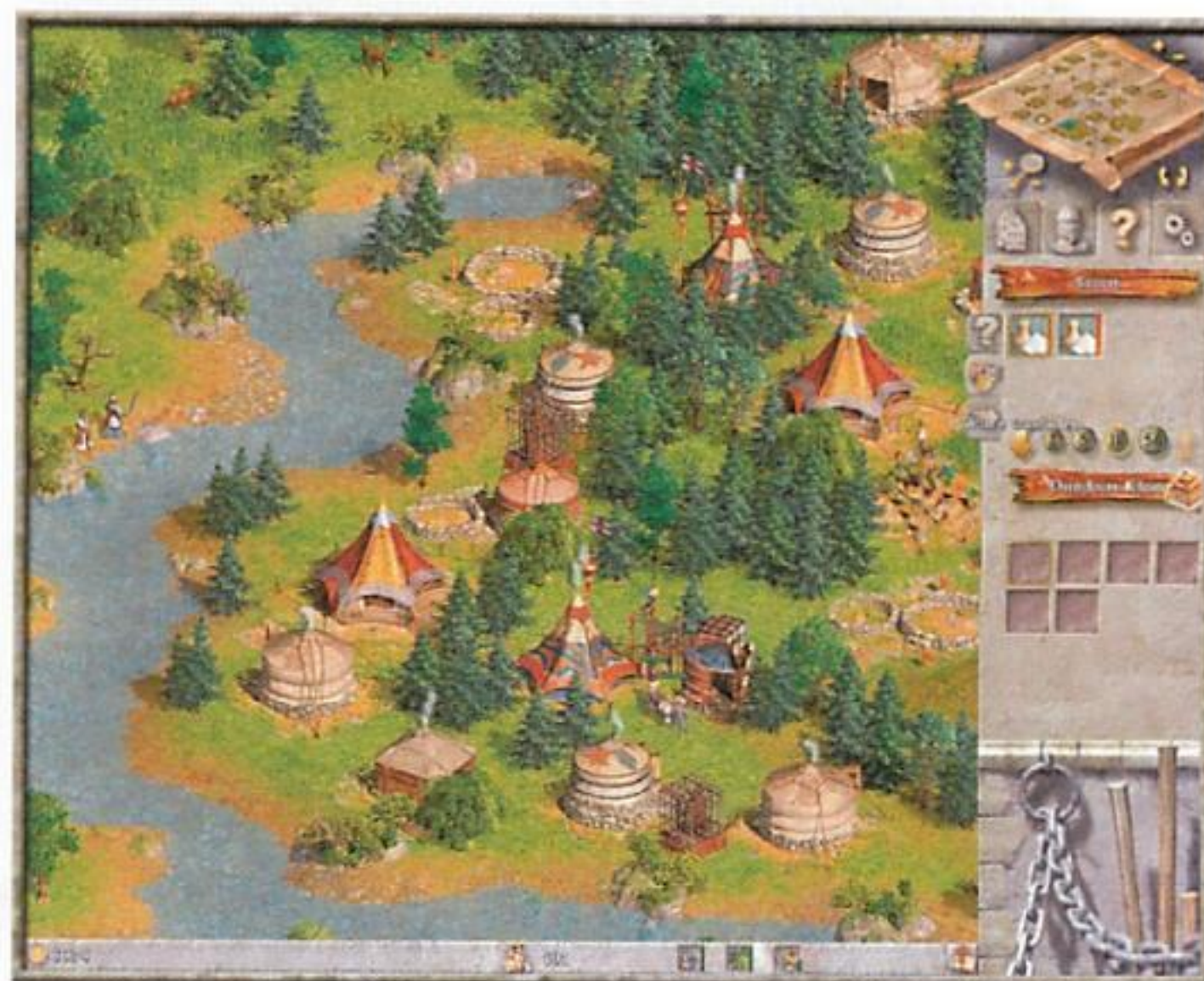
In order to complete this task, you first need to know where the Mongol village is: you will find it on the neighboring island to the east (see mission map). However, the village is located in the middle of the island, so you can only see it if you explore the interior of the island with your scout or move your ship to the north coast. Secondly, you need salt for the task. Don't even try to buy it from the traders via your office; you don't have any yourself at the moment.



Therefore, you will have to extract the coveted trade goods yourself, whether you like it or not, using 1 salt mine and 1 saltworks. Now use the salt deposit

in the P2 mountain range, which you should already have in your catchment area with the third main market house (see above). If not, then incorporate the deposit into your sphere of influence with another main market house.

The salt mined is initially sold to the inhabitants at your market stall. Once their needs are met, a large amount will quickly accumulate in your warehouse. When the time comes, load the scout and 20 tons of salt onto your ship and sail to the neighboring island to the east, where the Mongol tribe lives. As the Mongol settlement is in the interior of the island, as mentioned, you are dependent on the scout to transport the goods from the ship to the village. So lead the scout with the salt to the Mongol village and unload it there. You will not receive anything in return. In return, you will receive new instructions or a new assignment.



Deliver 20 tons of salt to the Mongolians and unload it at the market tent there!

When you return to von Breitenstein to report your adventure, the nobleman is consulting with his leading strategists and generals. With a quick wave of his hand, he beckons you over. He points to a map of the local area, more precisely to an island that seems to be in the western districts. He explains to you that this island is a strategically important supply island for the empire. Recently, it has been the subject of repeated targeted attacks. For this reason, the Duke has decided to increase his presence in the district, Barbarossa's throne. You ask what part you can play. Von Breitenstein smiles and pats you on the shoulder. He asks you to take over the loading of the goods and soldiers and to bring the ship safely to the outpost. Will you do that?

4. Mission Spiel

- Equip ships with 4 archers, 4 swordsmen, 1 scout, 50 tons of wood, 100 tons of tools, 50 tons of food and head west!

D The last task of this mission is to equip a small expedition with sufficient supplies, building materials and a small army. These units must then be led to the western corner of the map. After that, the next mission begins.

Danger

All ships that you send to the western corner of the map at the end of this mission will be transferred to the second mission, along with the goods and troops they are carrying. How well or badly you are doing at the start of the next mission is ultimately up to you. In principle, however, you should take the largest possible amount of goods and ships with you on the journey (maximum four, see mission conditions)! Since the mission ends abruptly as soon as all the required goods and units have arrived in the target area, it is advisable to distribute the soldiers evenly across all ships so that one of your ships is not accidentally left behind.



To build ships, you first need a small shipyard, which you build near the office, as well as some supplies of



wood, ropes and fabrics for sails and planks. You already produce wood and fabrics on a large scale in your settlement, so you only need to place a production facility for ropes. Therefore, build 1 hemp



farm and 1 rope factory. But wait a little while before building new ships so that you can save on maintenance costs for the time being.



Instead, first ensure that you have the necessary conditions in place so that you can actually set up the required military units. To do this, go to school and research the technologies



- Swords (category, weapons productions),
- Bow (category, weapon productions) and



- Ship cannon (category, marine techniques - but not absolutely necessary).

Then, in the construction menu, 'Military Buildings', you have the options 'Small Weapons Forge', 'Bow Maker' and 'Gunsmith'. The 'Armor Maker' option has been available since you had 80 settlers. Then build these four facilities close together (the gunsmith for cannon production is only partially required) and put a fourth main market building next to the buildings so that the workers in the armaments industry can supply themselves with the necessary raw materials. Then have the new weapons factories produce four swords, four suits of armor, four bows and around 20 ship cannons, although, as mentioned, the production of cannons is not absolutely necessary. This will enable you to equip four swordsmen and four archers and equip some ships with cannons. You will train the required units in a small fortress, which you must therefore build next.

Danger

Once weapons production is complete, you can demolish the corresponding factories to save operating costs and improve your balance sheet.

Research the medium-sized merchant ship in the school. In order to be able to transport all the required goods and units, you need transport slots for at least nine military units. A small warship offers six such slots, but the two merchant ships (small and medium) only have two each. The medium-sized merchant ship has a transport capacity of 300 t. Basically, you should take as many ships and goods as possible with you on the next mission. It is up to you whether you choose the variant with 2 small warships and 2 medium-sized merchant ships or just one warship and 3 merchant ships. Since you cannot exceed the maximum number of four ships, you may have to sink the small merchant ship first. (Caution: Don't let the scout sink with it!) Give the shipyard the construction order and arm your new fleet with ship cannons. 20 of these are enough to arm two small warships and two medium-sized merchant ships.

Tip

Save the mission at this point before moving on to the next one. This is the only way you can try out different strategies when you are faced with new tasks.

Danger

You may need to increase your food production a little to produce a sufficient surplus in a reasonable amount of time. The easiest way to do this is to build one or two hunters on the edge of your area of influence.

Since you can take as many goods with you into the next mission as you have storage space on your ships, it is now up to you to decide what you take with you into the next phase of the game. 50 tons of wood, 100 tons of tools and 50 tons of food are mandatory due to the task. Depending on the number and size of your ships, you can of course bring additional material into the second mission. Two small warships and two medium-sized merchant ships, for example, offer a total of 16 goods spaces with a capacity of 50 tons - that means you can take up to 800 tons of goods with you! So load your four ships to the brim with food, tools, alcohol, fabrics, ropes and possibly salt. This will give you a comfortable start in Mission 2!



Send your heavily loaded fleet to the western corner of the map. As soon as you have reached the position with the four ships, the mission objective is completed and you automatically find yourself in Mission 2

...



CHAPTER 3

to build a mine and extract iron ore so that the lieutenant can supply his army with weapons.

- 👑 Establishes a city whose inhabitants have the status of citizen.
- 👑 Sells 25 tons of iron to Covana.
- 👑 Covana's city must not be destroyed!

prairie

If you notice that you have forgotten something important, go back to your last saved game from the initial mission and adjust the fleet and equipment to your liking. It is also best to save this mission right at the beginning! It cannot be selected individually via the selection menu and, because it now depends on what you bring with you in each individual case, can only be entered via Mission 1.

Compared to the relaxed start to the campaign, a different wind is blowing in this island world:

👑 There are no dealers selling tools.

👑 You are no longer the only player and

👑 Sooner or later you have to expect attacks from your opponents

The situation looks like this:

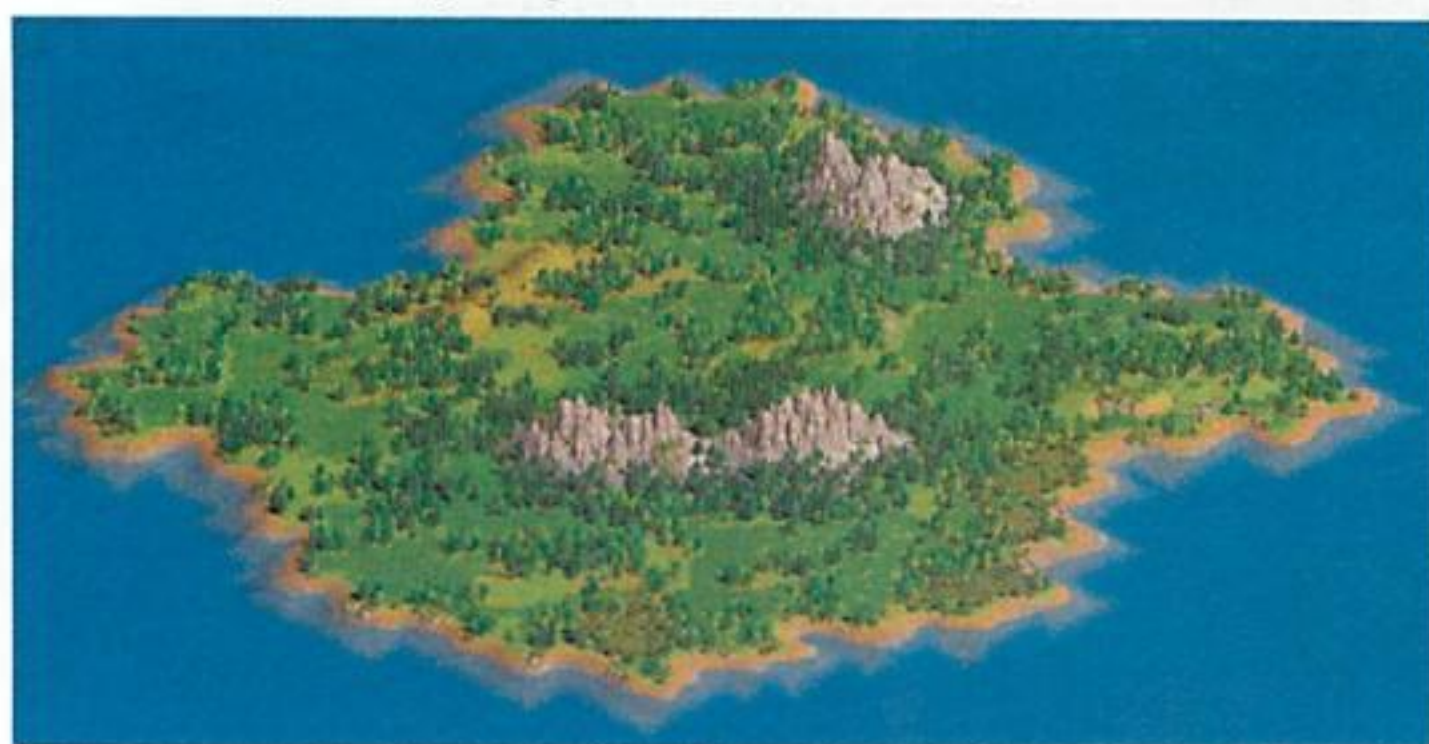
Their ally Covana lives on the large island in the west (Island B). A little to the north of it lies a small island (Island A) with numerous mountains containing iron ore and salt deposits. Hops can be grown very well on both and both are suitable for settlement.

Your opponent Ramirez's two cities are located on the eastern edge of the map. He starts off with a much superior fleet that regularly patrols the entire island world.

In the south of the map there are a large number of prairie, steppe and jungle islands, some of which Ramirez uses as supply islands.

Both the north of Covanas Island and the medium-sized Ore Island are suitable as settlement areas. Both locations have advantages and disadvantages:

Island A: Because of the many mountains and hills, there is no large, continuous building area on the ore island. The city cannot therefore really develop. Instead, you can produce salt, bricks and tools directly on site. You may only have to expand to a second island later to produce more essential goods there (food, alcohol, fabrics). However, the island is very far to the north, which means that the transport routes for the later tobacco, spice and silk fabric transports are exceptionally long.



Island A offers little building space for your first base.

Island B: Covana's island offers an optimal and sufficiently large building area for your city. However, there are no ore deposits on site, which is why you are forced to build factories on the ore island from the start and transport building materials and supplies home from there. You can easily trade with Covana over land with your scout. The island is also closer to the map center, which means that transport routes are not too long.



On Island B you would have to join your ally Covana.

There is even an alternative: particularly daring players could try to settle on the southern, very large island of Ramirez and later forcibly incorporate the city there.

However, in the following mission solution, the settlement is founded on Covana's Island B. If you play along with the suggested solution model, then you should follow this choice.

Since you can reach your goal in different ways this time, the next steps depend a little on your long-term strategy. The standard solution is to build a city with at least 40 to 48 houses, as in an endless game, let the pioneers become settlers and citizens, and produce all the goods yourself in the long term (see endless game tutorial). The more advanced version gets by with 16 houses, which allow you to become settlers and build a school. After researching catapults and flaming arrows, you can conquer the southern citizen city of Ramirez, including iron and tool production.

In the following, the standard solution is described first, before the second variant is discussed when it comes to island C.

So, proceed as usual when building the settlement. Don't skimp on forest houses, because your residential buildings, iron production and the shipyard will all require a lot of wood. Also, unload all your ships and place the soldiers you brought with you in the city area, far from the coast (!). Send the two warships on a reconnaissance trip and send the merchant ship on a shopping trip to Covana's office. Watch out for enemy ships and avoid any enemy contact if possible.

Covana offers leather, salt, alcohol, food, bricks and other goods for sale, depending on the current stock situation. You



can therefore

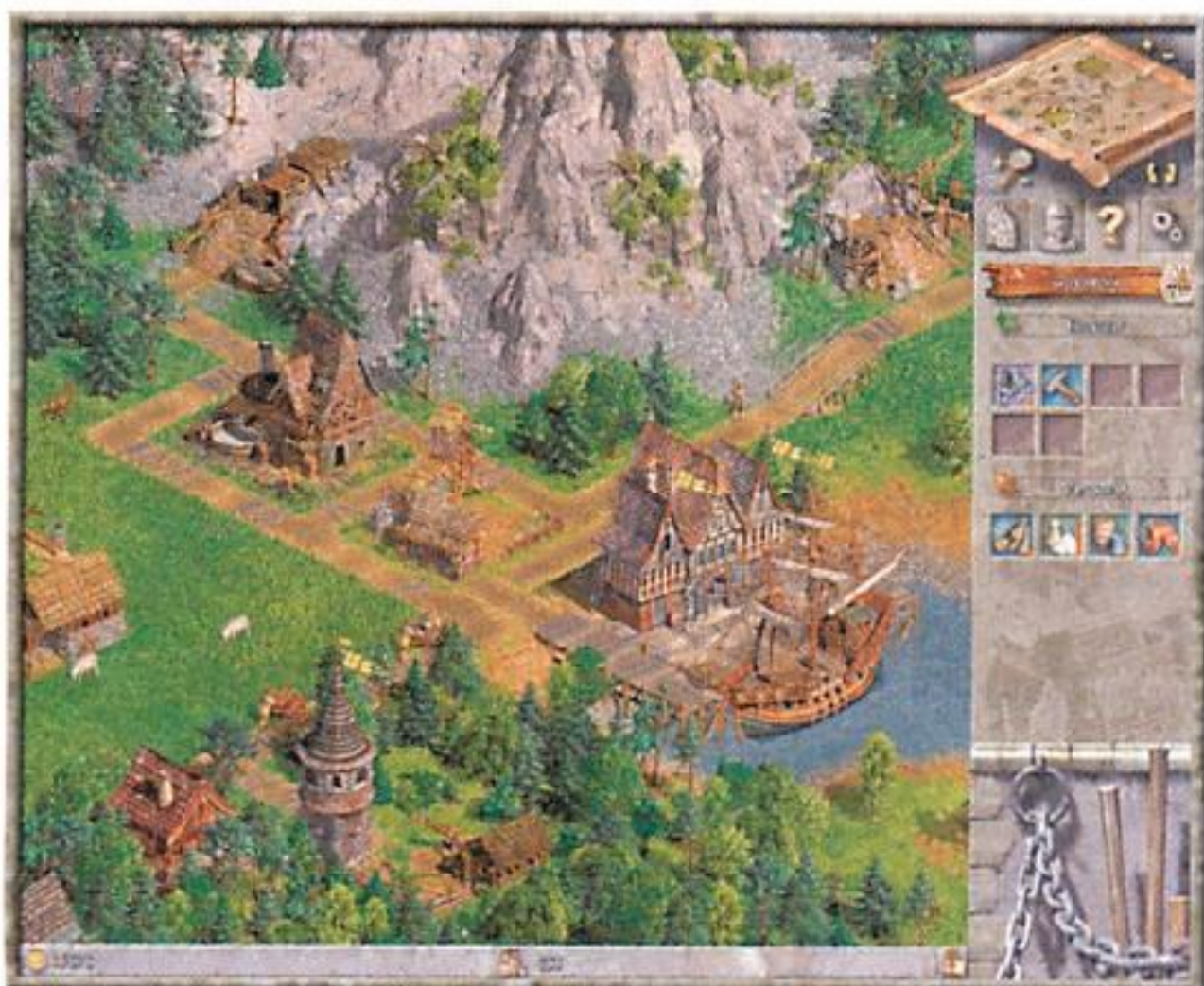
For now, you can put it aside while you stock up at Covana. Instead, you can concentrate on



how to organize the construction of your city and the iron and tool production. But do not forget to regularly supply Covana with the goods that he himself demands, namely



Iron and tools from your own production. Covana needs this for his armaments industry, because he will have to build up a fleet and army just like you in order to be able to defend himself against attacks from Ramirez.



Take advantage of your ally's shopping opportunities.

Otherwise, proceed as in a normal endless game.



This is how you build a city with at least 40 residential buildings.



From the 'Settler' level onwards, block off the building materials as soon as possible and build a complete production group for iron ore and tools before you think about upgrading further residential buildings or building other production chains. Without the own production of tools, you would quickly run out of building materials and then it would basically be impossible to win the mission.



Ultimately, your city on Covana's island with supply routes to the northern neighboring island should look like this:

Use the northern island with ore and salt deposits as a supply island for your city.

outskirts of your ally's city.

Scout trading from market to market.

A clever positioning of the offices allows for a quick transport of goods between the supply island and the city.

There is still a nice place for your city on the Allied Island.

Ships carrying silk, tobacco products and spices land here.

In this example, a city was built on Covana's island, which gets most of its supplies and building materials from the small supply island. Two offices significantly shorten the transport routes in all directions.

At school, first research the usable civilian areas and then all military technologies, especially catapults and flaming arrows.

After you have supplied Covana with iron, Ramirez will go on the offensive. Sooner or later, his ships will also patrol your settlement area.



Then it becomes dangerous for all ships that are simply anchored, because they will be sunk without a second thought. Therefore, keep your fleet moving at all times and flee if necessary. Try to avoid battles at all costs. Instead, build a shipyard with the appropriate supply facilities (wood, ropes, fabrics, ship cannons) so that you can regularly repair damaged ships.

Danger

Ship repairs are extremely expensive! They cost, percentage-wise, just as much as a new build if you ignore the ship's cannons. Repairing a ship that is 90% destroyed costs 90% of the new price in money plus wood, fabrics and ropes. A careless naval battle can quickly cost several thousand gold pieces, which severely limits your financial flexibility. Therefore, only let your warships cruise in groups and postpone material-intensive battles until later, when you can afford it in terms of your balance sheet.

Supplying tobacco and spices is relatively easy in this mission. Gather your war fleet and load the

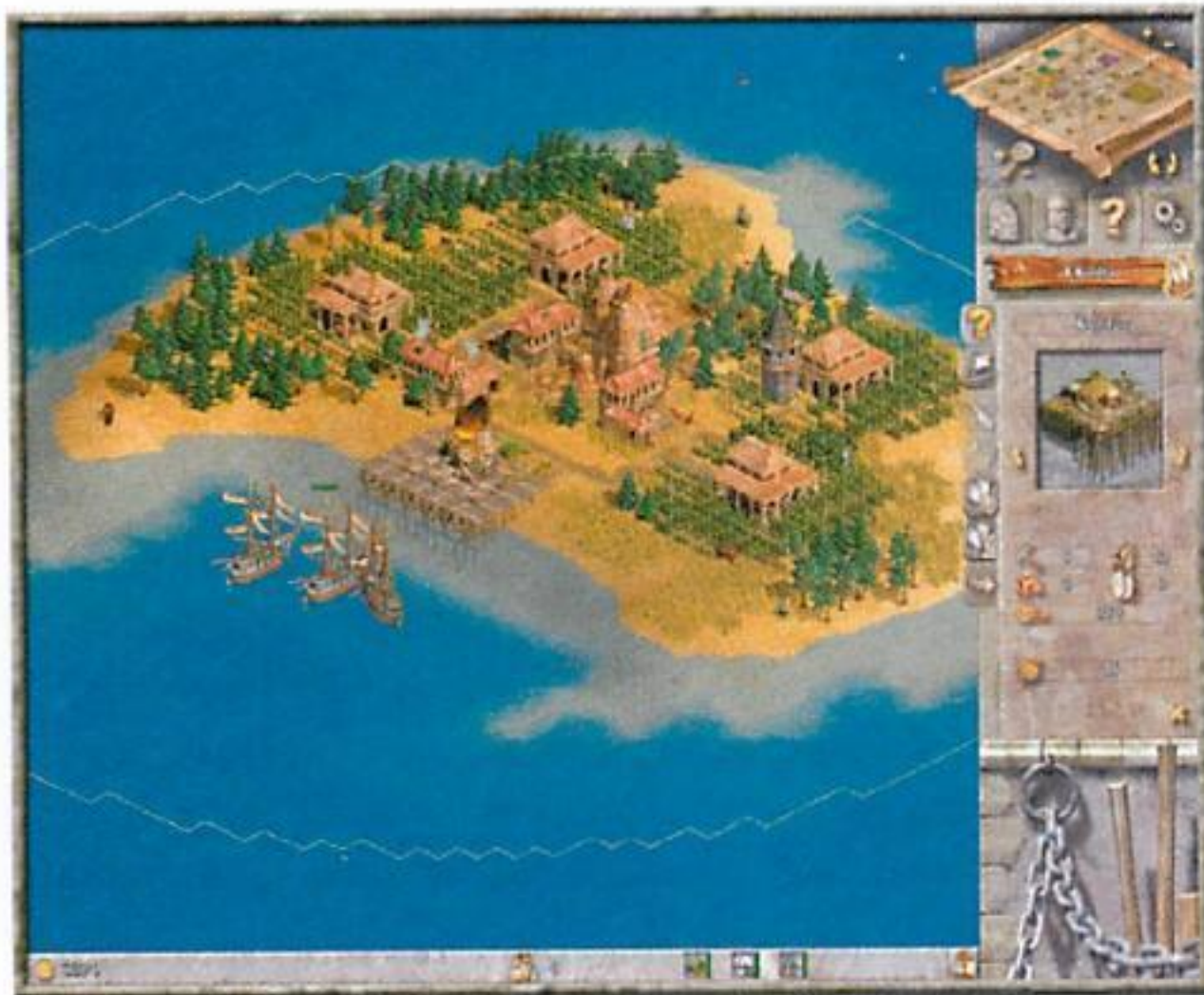


Scout, the archers and enough wood and tools.



Sail south and look for a suitable supply island from Ramirez. To be on the safe side, you should save the game at this point.

Destroy the trading post on Ramirez Island. When it only appears as a burning ruin, immediately build your own trading post over it. Eliminate enemy land units from the sea if possible. Then unload your archers (fire arrow) and give the order to destroy the enemy market main buildings that may be in the interior of the island. Once they have been set on fire, have your scout build over them if necessary, having loaded them with wood and tools for this purpose. Finally, tear down superfluous plantations and businesses and set up an automatic trade route home. Repeat this process until your supply of tobacco and spices is secured. Then let your settlers become citizens by building a church.



By building over the opponent's office, the tobacco island and all its buildings change hands.

Otherwise, rely on guerrilla tactics for the time being: hunt down the enemy's unarmed trading ships in the south. Take care of the other supply islands as well. If you follow the standard strategy, you can burn down the southern city of Ramirez (Island C) with a handful of archers without any danger. However, if you have chosen the other solution and are planning to take over the city directly, you should postpone taking the tobacco and spice islands until later. Land on Island C with the four archers and the scout that you already brought with you on the mission. The scout and ship should have enough building materials with them. First, take over the iron and tool production on the eastern side of the city by having the archers destroy the market building and having the scout build his own market over it. Then conquer all the other markets and finally

the office in the south. Coordinate the population and production of your cities and then ensure that there is enough tobacco and spices, as described above.

Once your residents have reached citizen status and you have supplied Covana with enough iron, the campaign will continue and you will receive a new assignment. (If necessary, check the online help using F1.)

Building your settlement and mining ore are extremely difficult. Ambush attacks by small troops are putting you and your allies under a lot of pressure. After all, you have developed the small town into a sizeable community and, as agreed, delivered the iron to Covana's post. He obviously has no knack for managing settlements. The defense of his command post leaves much to be desired and so you have to completely fend off the enemy's increasingly frequent attacks. Your opponent's base is quickly tracked down. After careful consideration, you decide to reduce the enemy's two capitals to rubble and ashes, thus depriving him of the basis for his aggressive expansion drive.

2. Mission@goal

👑 Level Ramirez's capitals. He rides under the purple banner.


1. You have the opportunity to either destroy this island with your troops relatively early in the game after researching the catapult or the flaming arrows, or to conquer it by taking over the offices and marketplaces.


It is possible to conquer this production center for iron and tools early on, relatively easily and cheaply.

2. If the conquest is successful, you take over a citizen city complete with iron and tool production and can thus already fulfill part of your mission objectives.

3. Land in the north to avoid the enemy warships in front of the office in the south.

S In this phase, first of all ensure that your city is supplied with silk fabrics, which will significantly increase your profits.

 and build a university where you can learn the most important technologies required

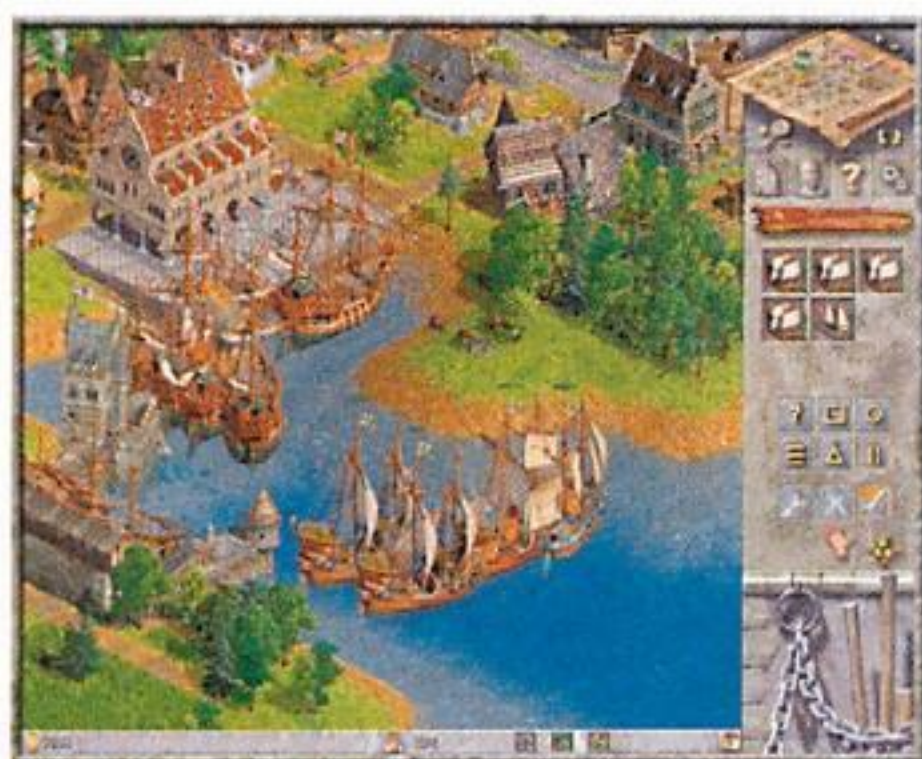
 Since there are no marble deposits in the island world, you cannot build a bathhouse or a library. Firstly, this means that the level 'citizen' is already the maximum that you can achieve in terms of civilization. Secondly, you cannot research or build the mortar. However, it is possible to capture individual weapons in battle. To save costs, tear down the university again as soon as the research work is completed. If necessary, increase the number of your residential buildings to 50 citizen houses so that you have enough income to support the extensive iron and weapon production.

The strategic approach against Ramirez's southern city on Island C.

capacity to finance a large fleet and a large army.

Keep an eye on Covana's city and your own at all times. Ramirez's troops will try to land from time to time and cause trouble. Save regularly. Build up your fleet quickly and take control of the sea as soon as possible so that Ramirez doesn't turn the tables and invade you.

Also research the large ship types and build a large shipyard where you build a fleet of four to six large warships that you arm with cannons. Finally, go on the attack in the area of the remaining Ramirez city (Island D). Destroy the enemy fleet, the shipyard and the office and start the coastal bombardment: destroy all units and buildings near the shore. Also remember to repair or replace damaged ships.



After the enemy warships have been eliminated, Ramirez's merchant fleet is stopped and destroyed, as are the trading post and the shipyard.

Assemble a powerful and versatile army as described in the Military Tactics chapter. Ship the troops and sail to Ramirez's northern island. If you want, save the game before putting the soldiers ashore. Ramirez's troops will immediately notice that you have invaded his territory and will counterattack. He has the advantage of being able to make up for his own losses more quickly.

by training new units. For now, only operate near the coast if you don't want to be overrun want. You have to go up On the island you can expect 100 to 200 enemies, who are led into battle in groups of five to ten units. It is best to use the decoy Tactics and pull your Expeditionary Corps back on board if necessary before you lose all units.

Find a quiet place where you can heal your troops and regroup before going into battle again. You can also set up a bridgehead on island D where you can bring your units back up to their normal strength in peace.



If necessary, build a bridgehead with a fortress and shipyard on the enemy island so that you can quickly replace your losses.

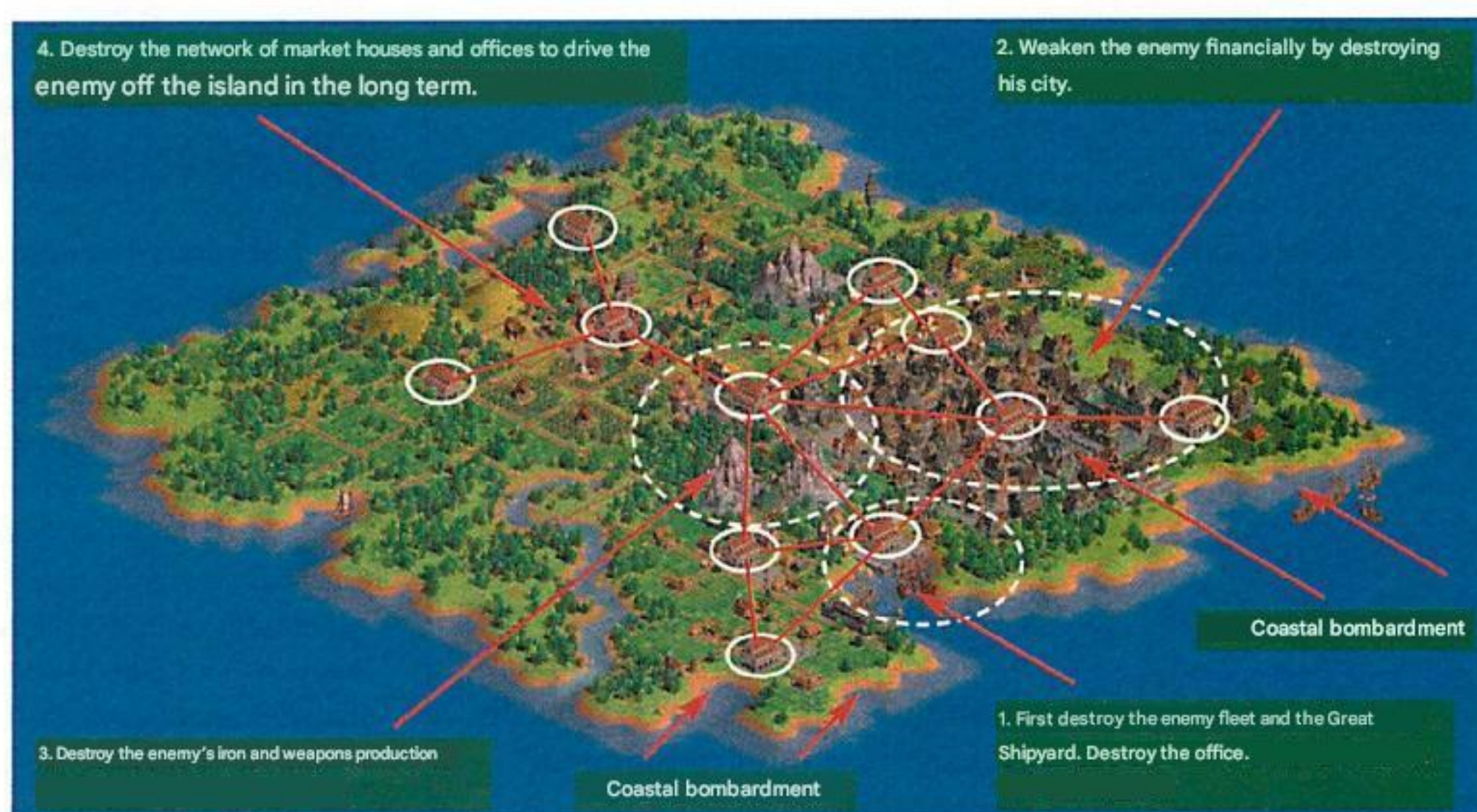
On island D, concentrate first on destroying



This approach does not slow down the enemy's seemingly inexhaustible supply of military units, but it does hinder the reconstruction of destroyed buildings, as Ramirez will eventually run out of money.

Keep a close eye on the enemy mortars! These can be very dangerous for any concentration of troops and even for your ships. Your tactics should be such that you eliminate the operating crews through targeted use of cavalry, riflemen or artillery, capture the guns as intact as possible and integrate them into your own army.

Fight your way into the interior of the island and destroy the iron and weapons production as well as the fortress. As soon as the last market place is destroyed, you have won this mission.



The strategic approach against Ramirez's northern capital (Island D).

Mission 3 Cabbage and Turnips

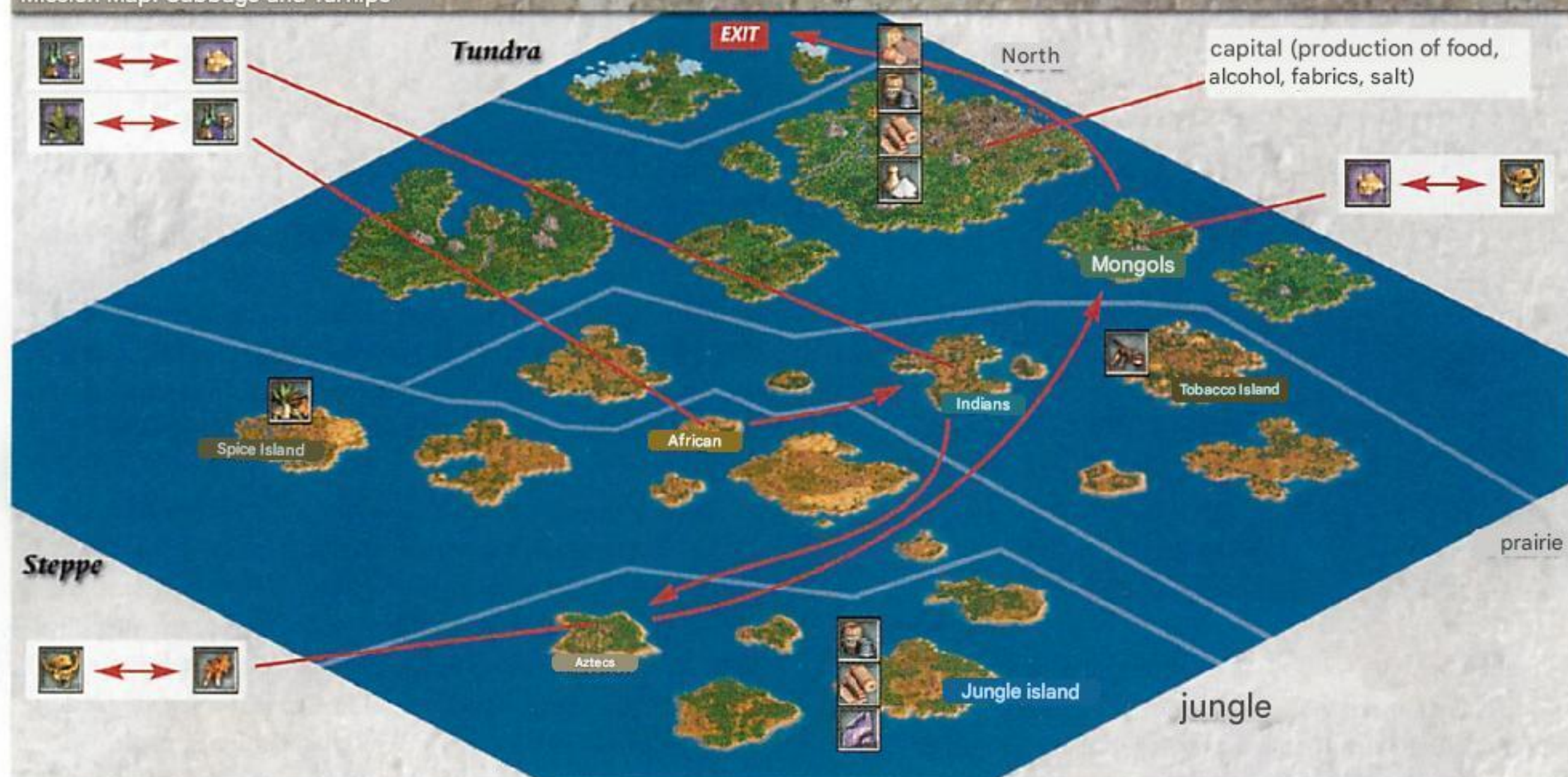
You look at the remains of your once flourishing city in disbelief. The governor you appointed has made off with all the revenue. Mismanagement reigns everywhere, many houses and businesses were built incorrectly and entire production chains do not deliver goods. With a heavy heart

you take matters into your own hands once again and set about reviving Nova Fora's economy.

1. Mission objective

- Organize the economic situation, ensure a positive overall balance in all your cities and settle at least 100 citizens.

Mission Map: Cabbage and Turnips



Mission conditions

difficulty	★★
Starting capital	25,000
Number of computer opponents	0
Pirates (aggressiveness)	no
Pirate's Nest	no
Flying traders	no
Fire	Yes
Natural disasters	yes (including plague)
Special features	Advancement to merchants not possible (no marble!). The following building options are not available: fur trapper, wine grower, gold mine, goldsmith (see the trade chain with the cultures below).

wine	jewelry	food	tobacco products
tobacco	furs	substances	silk fabrics
Gold	spices	salt	

Mission solution

After your rescue mission for the Duke in Mission 2, you return in good spirits to your adopted home of Nova Fora from the first mission. You find the same island world as at the very beginning, but in the A lot has happened in the meantime: you now have various external production facilities on other islands, and your initially small town on Nova Fora has actually developed splendidly, as the settlement on your main island is home to around 1,900 citizens. In addition, a prairie, a steppe and a jungle island have been settled, on which the essential goods spices, tobacco products, silk fabrics, cotton (fabrics) and alcohol are produced. So far, so good.

However, if you take a look at your overall balance, your satisfaction will quickly turn into discontent, because the bottom line is that it shows a big loss of



minus 2,500 gold pieces! So you have to roll up your sleeves and bring order to your economic life so that you can be in the black again. Another condition of this mission is that at least 100 citizens must populate your main island. You have already easily reached this number of inhabitants, but it will not stop there: In the course of the economic clean-up work, this number will drop significantly again.

Tip

In order to bring order to the island kingdom, you need to act quickly. Therefore, switch the game speed to the slowest mode immediately using the F8 key and first get a clear picture of your city and the three supply islands. Then start the following tasks and actions immediately, and do so at the lowest game speed! Because if the balance is negative, your starting capital will melt like butter in the sun. But you definitely need some cash for various infrastructure and construction projects,

The rough approach: First, take care of around the three production islands and change what is wrong there: tear down superfluous buildings and build missing businesses, expand the road network and redesign trade routes. Only then can you start redesigning your main island.

The transformation of the jungle island

On the southern jungle island you are currently producing alcohol, cotton (fabrics) and silk fabrics.



A large warship is busy transporting the goods produced there to the main island.



Unfortunately, this ship's trade route only carries silk fabrics and alcohol. So change the route so that the fabrics are also taken along!



You should also use a second ship to transport goods from the island to your home. You should pay

attention to the timing: start a second, phase-shifted trade route for alcohol, fabrics and silk fabrics with one of the ships anchored off the main island, around the time when the first transport ship arrives at the jungle island. This way, the freighters do not get in each other's way, the goods are delivered more evenly and the balance remains more balanced.

You will then take care of the production facilities on the jungle island itself, as follows: Check the

- 1 road connection of the existing rum distillery and make sure that a dirt road leads to the door.

- 2 Remove one of the three indigo plantations and build a fourth silk plantation instead. Also build 2 dyeing factories. There are enough building materials for this on the island (see the illustration below for placement).

- 3 Remove the two weaving rooms and build 2 weaving mills instead (see location below).

- 4 As soon as you have some breathing room again, i.e. as soon as you have optimized production on the other islands, you can also completely rework the road network on the jungle island. For example, none of the plantations there need a road connection if the processing plants are very close by. Delete the unnecessary field paths and create additional fields there.

- 5 Rearrange the plantations so that two cotton plantations are grouped together with a weaving mill, or two silk plantations and an indigo plantation with a dyeing mill, form a closely functioning group.

- 6 If necessary, build a third production chain for silk fabrics (not required to complete the mission).



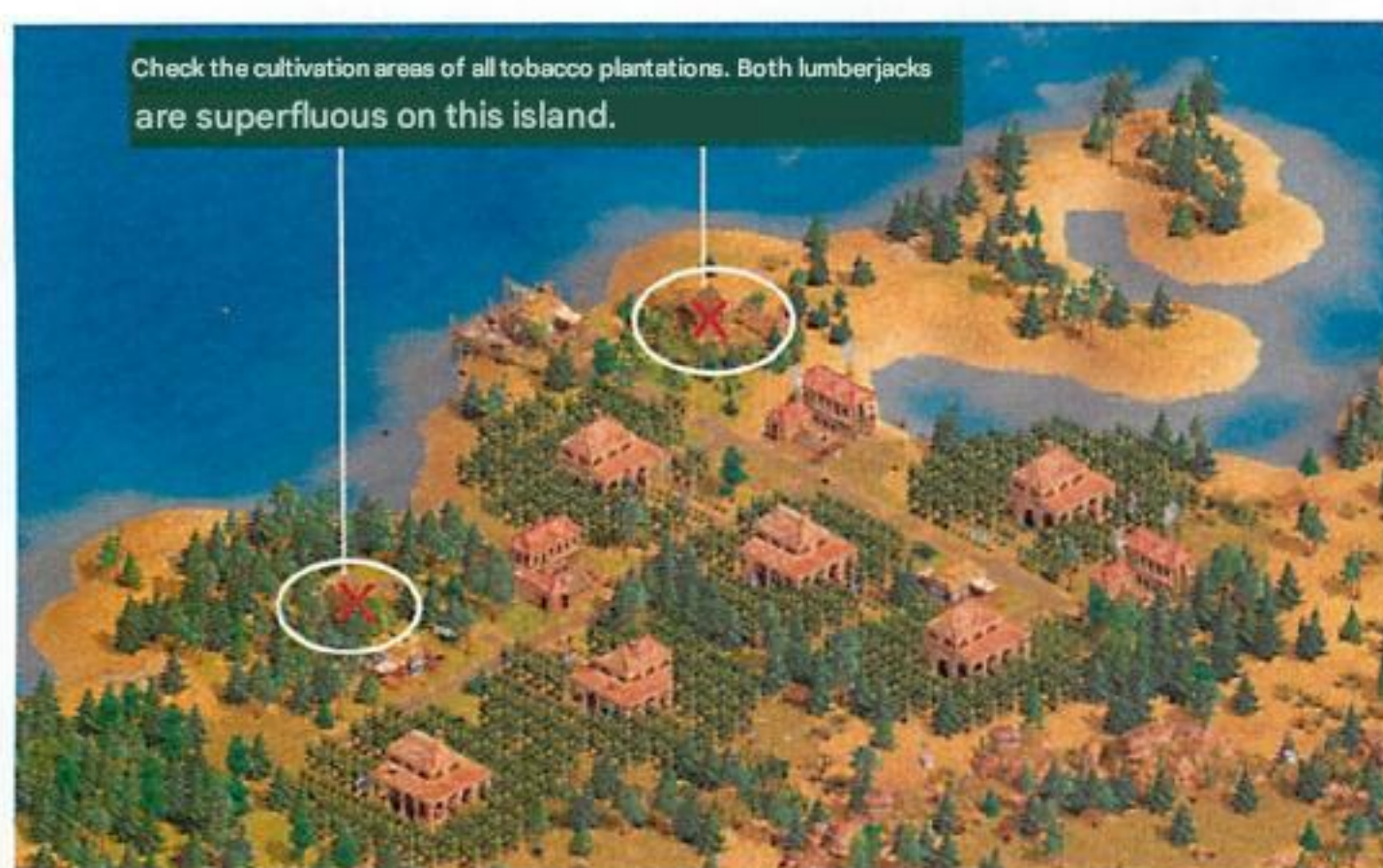
An overview of the necessary changes on the jungle island.

The Optimization of the Prairie Island

On the Prairie Island, you produce tobacco products through a total of three production chains. A ship has already been assigned to transport nicotine to the main island. Here you make the following changes:



- 1 Remove the two forest houses next to the office to save operating costs.
- 2 Check the land utilization on all tobacco plantations - many farms do not use the entire area under cultivation. (Later) remove the roads leading to the plantations and plant tobacco on the unused area.
- 3 Build (later) a fourth tobacco production chain (2 tobacco plantations + 1 tobacco processor) to further improve your balance sheet (not necessary to complete the mission).



An overview of the necessary changes on the Prairie Island.



Optimization of the steppe island

You will also need to make a few small changes on the island of spices. The transport route to this island is fine, by the way.

- 1 Remove the forester's house next to the office.
- 2 The outer, northern spice plantation is too far from the office, so no goods can be picked up there. Therefore, build another main market building so that the market carts can also drive to this plantation (see the following illustration for placement).
- 3 Bring about 10 tons of bricks from the main island to the steppe and use them to build a fifth spice plantation.



An overview of the necessary changes on the steppe island.

The optimization of the main island

The town, in which, as mentioned, around 1,900 citizens live at the start of the mission, is very confusing. Well hidden between the 70 or so town houses are a whole series of craft businesses that you simply don't need. Since you have absolutely no financial leeway, you should of course get rid of such pointless trades as quickly as possible.

So first bring order to the city, and like this:

- 1 You already have almost 100 tons of rope in your warehouse.

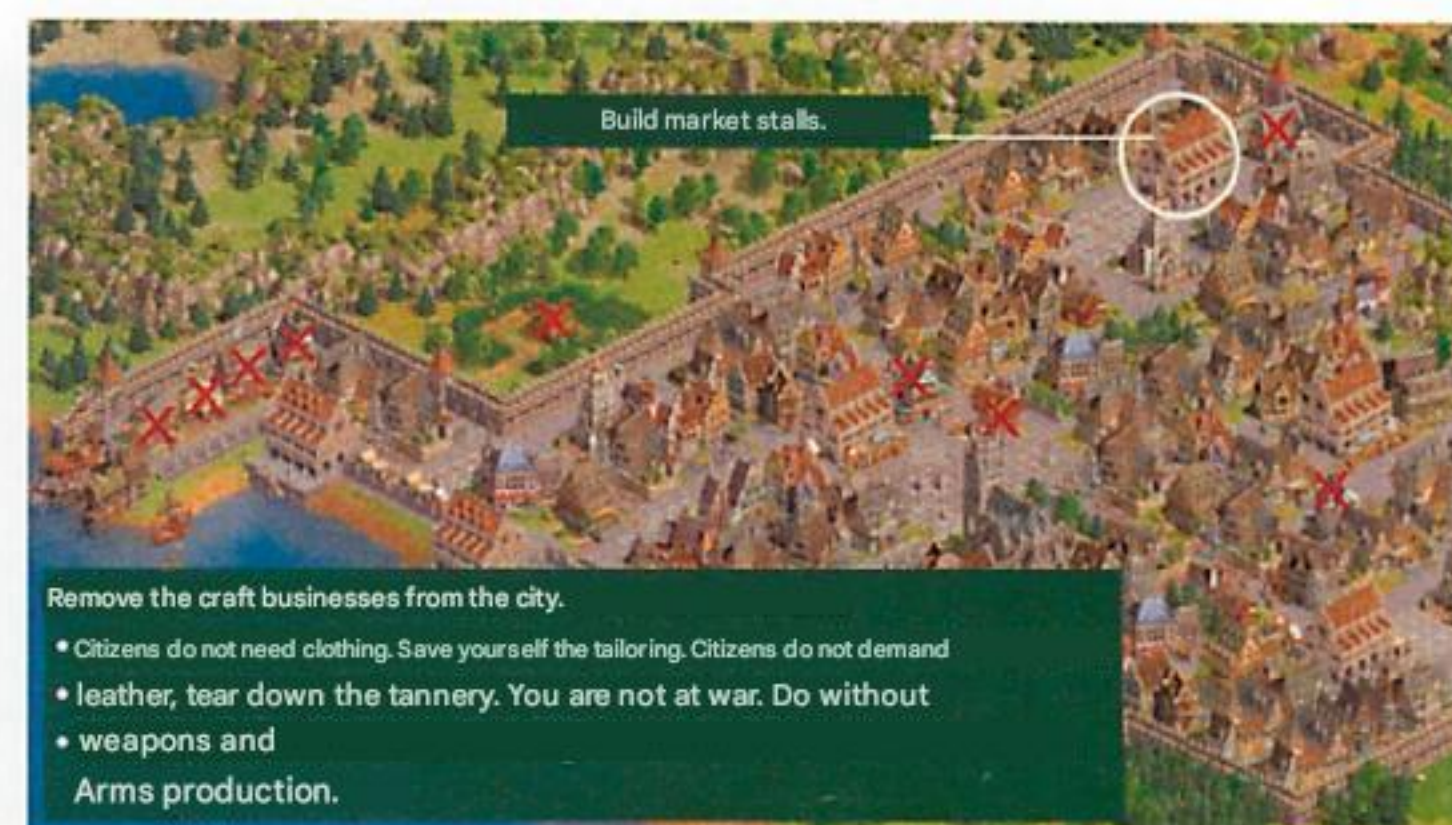
Therefore, close down the rope factory and the hemp plantation, which you no longer need in this phase.

- 2 Since you don't need any military for this mission, you can remove the armorer.

- 3 Citizens do not consume clothing or leather. Therefore, tear down the four tailor shops and the tannery within the city.

- 4 Because of the many cattle farms, you don't actually need the bakery at the market square - just tear down that building too.

- 5 The market place near the mining area has no market stalls at all! Build stalls there for food/salt, fabrics/leather, tobacco/spices and a clothing stall, but only when building materials are available again. To do this, make some market place fields idle and build the stalls in their place.



In the city you mainly have to demolish production buildings that cause unnecessary costs.

Then you have to take care of the production plants outside the city (see illustration below). Here, too, there is a demolition orgy ahead. In detail:

- 1 Leave the tannery right next to the main market building. Tear down the other tannery a little below it.

- 2 Reduce the number of hunters or hunting lodges to two, so that you can remove a total of three hunting lodges in this area of the city. Together with the existing cattle and grain production chains (see below), you will produce enough food.

3 One salt mine and one saltworks for salt production are perfectly sufficient. Remove the other production pair.

4 In principle, you only need three foresters' houses, an iron ore mine, an ore smelter and a blacksmith to continue to produce enough building materials. Therefore, get rid of the second ore mine and the charcoal kiln. Build a third forester's house in this area and plant new trees in the catchment area of the foresters' houses.

5 On the fortress mountain, between several ore smelters and the fortress, numerous gunsmiths, bow makers, weapon smiths, war machine builders and the like hang around - the best conditions for military armament. However, since you are not pursuing any military goals in this mission, you can remove all buildings in this fortress area, including the main market building there. If you demolish it first, most of the buildings will disappear on their own and you will save yourself a few mouse clicks. Since the existing watchtowers do not incur any maintenance costs, they can remain standing.

In addition, you produce enough food through other production branches.

3 Remove all four hunting lodges, the tannery, all six forest houses, the two hemp plantations, the rope factory and the one small farm that produces food.

+ Then delete the fields, forest areas and roads that you no longer need so that you get an overview of the free usable areas. At this point, your balance should almost be positive again.

5 Expand your alcohol production to a total of eight hop farms and four breweries with another 2 hop farms and 1 brewery. Take this opportunity to check the capacity of the old farms: remove unnecessary roads and create new fields. Once you have enough alcohol in stock, get rid of the four over-aged potato farmers.

6 There are two weaving mills in the agricultural sector on the main island. Surround each of them with 3 sheep farms and confidently tear down those sheep farms that are not in the catchment area of the weaving mills. As a reminder: There are two other weaving mills on the jungle island that produce fabrics, so you are on the safe side with this equipment.

7 In order for your citizens to be adequately fed, they need the following: two hunting lodges (near the fortress mountain, see above), three butchers' shops with two cattle farms each, and a bakery with four grain farms and two mills. To complete these production chains, build an additional cattle farm near the city gate (to supply the butcher's shop there) and a butcher's shop near the main market building with the four cattle farms. Keep the four grain farms and the two windmills near the bakery and demolish the two grain farms and the mill in the middle of the agricultural area.

8 The medicinal herb plantation has no road connection!

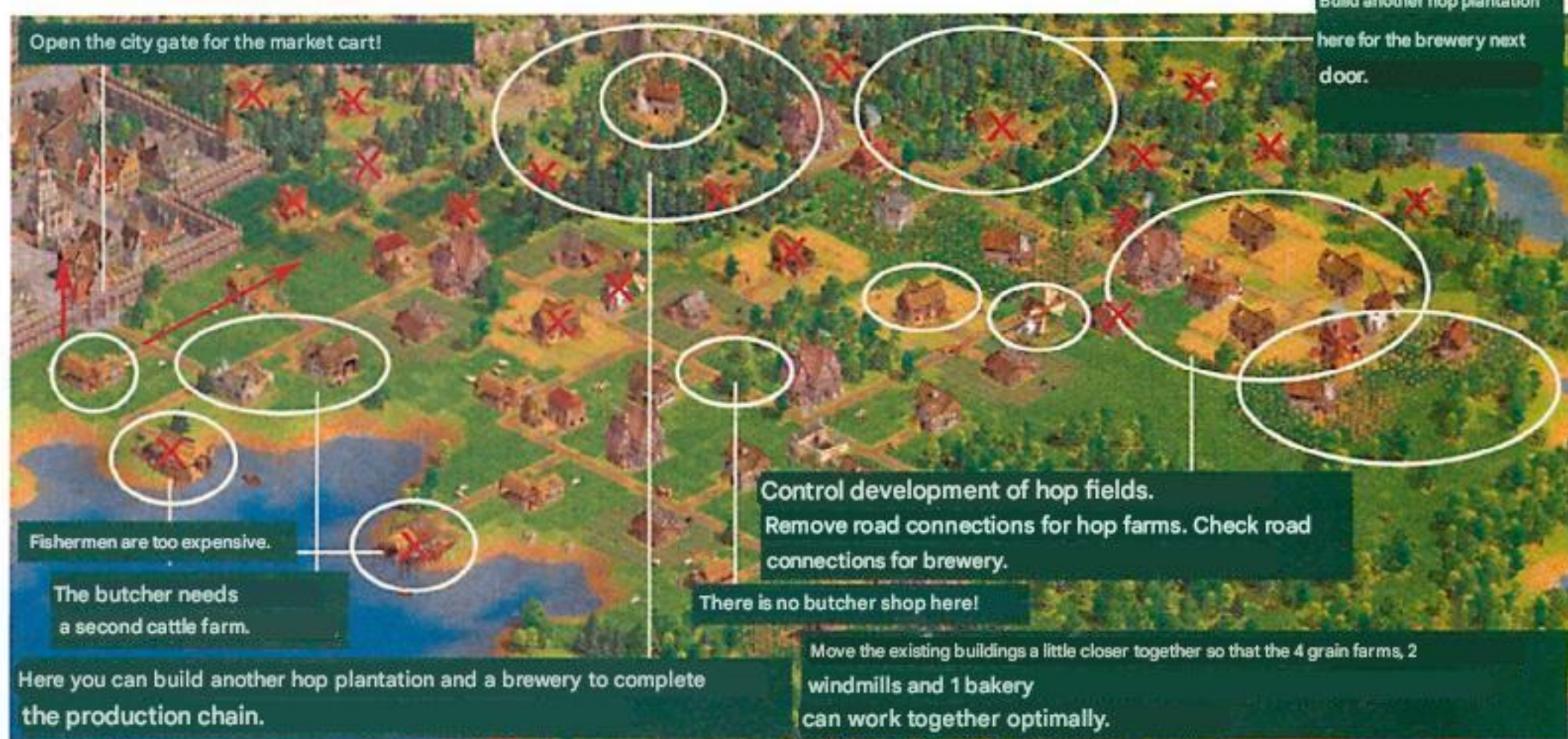
Make sure that a market cart can pick up and store the medicinal herbs grown there.

Then you go to the agricultural area of your city. Things are looking bad here too, so you have a lot to do.

The best way to reorganize this area (see also figure below) is as follows:

1 First of all, open the city gate for the market carts!

2 Then tear down the two fishing huts. The maintenance costs of these businesses are far too high compared to their output!



After all these measures, sooner or later you will finally make a profit and complete the mission task, probably during the restructuring of the agricultural sector mentioned above. As soon as your balance sheet is positive again for the first time, you will receive a new mission task.

But before you start the second mission, you should take care



of containing the plague that has been plaguing your city since the beginning of the game. To do this, research the medic in the school. Then build a medic building in



the middle of the city (demolish some market squares to do this) so that as many residential buildings as possible are covered by it. If medicinal herbs become scarce in the future when the plague is particularly bad, you should plant one or two additional medicinal herb plantations.

You have barely managed to get your balance sheet back in order with painstaking detail when you receive a visit from Duke von Breitenstein. He is accompanied by De Freeren, an overweight minister from the Regent's staff. Breitenstein tells you about an expedition for which very specific goods are still needed. Because De Freeren has already failed in the preparations, the Duke now wants to entrust this difficult task to you. But you should be careful: the natives who live in the region where the sought-after goods can be found are at odds with each other and von Breitenstein wants to conclude the deal peacefully at all costs.

2. Missionspiel

👑 Obtain 20 tons of furs and 20 tons of medicinal herbs and steer your ship with all the goods on board to the far north.

D Obtaining the 20 tons of medicinal herbs is no problem, as you can grow them yourself. The furs, on the other hand,



are tricky, as you don't produce them yourself.



But: The Mongolian tribe on the eastern neighboring island, which you know from Mission 1, is willing to exchange furs for jewelry and only for jewelry. This in turn raises the problem of where you can get the jewelry from...



To put it briefly, the solution to all these problems is a ring exchange between the four cultures that exist on the map world, and it goes like this:



1 Trade 20 tons of tobacco plants (not tobacco products!) with the Africans for wine. 2 Trade the wine with the Indians for gold.



3 Exchange the gold for jewelry with the Aztecs.

4 Finally, exchange the jewelry for furs with the Mongolians.

The starting goods for the ring exchange are tobacco plants. Therefore, hoard at least 20 tons of them on your prairie island by stopping the tobacco processors' production there for a while. The harvest that is no longer processed will then accumulate in the warehouses. **Attention: Now you also have to provide the plantations with road connections, otherwise the plants will not be picked up by the market carts and brought to the warehouses. When you have the required amount, load the barter goods from the prairie island onto the medium warship that is still there - don't forget to reactivate the tobacco processors - and sail back to the main island. There you can then bring the 20 tons of medicinal herbs that are also required on board.**

In order to be able to trade with the different cultures, you also need a scout. But there isn't one. So you do it like this: you simply build a small fortress, recruit the scout there, put him on the ship and tear down the small fortress. Then you raise anchor and set off on a trading trip.

Visit the Africans, the Indians, the Aztecs and the Mongols one after the other and carry out the exchanges as described above.

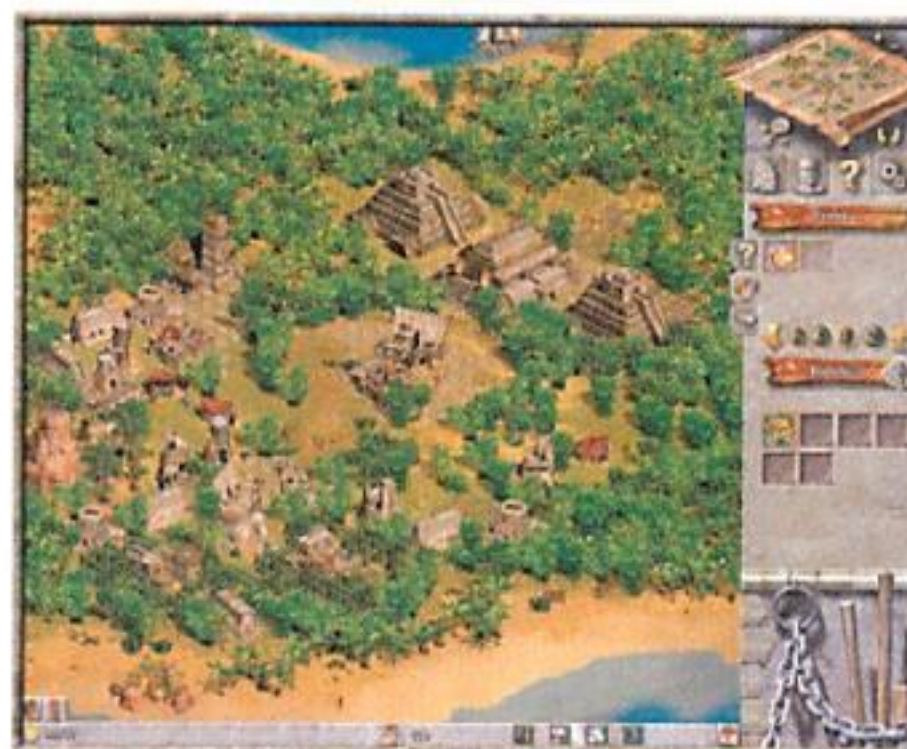
A look at the mission map will show you exactly where you can find each culture. After the tour, you should already have the required 20 tons of furs.



Tip

If one or more of your trading partners run out of goods during one of the transactions, simply wait a while until the stock levels have recovered somewhat. Then try loading goods onto the donkey or scout again. The trade is only balanced when you can no longer take on any more cargo.

Finally, drive your ship, which now has 20 tons of furs and 20 tons of medicinal herbs, to the northern corner of the map. The mission ends there.



While searching for furs for the second task, you also pass by the Aztecs, where you exchange gold for jewelry.

Mission 4 Trio Infernale

After your return home, Von Breitenstein promptly appointed you as the leader of another expedition. At the moment, no free trader can obtain whale blubber, which is used to make the increasingly scarce lamp oil. The main goal of the new research trip is therefore to acquire some of this urgently needed commodity.

Together with Vincent, your loyal servant, you go through the preparations for the excursion. You are still missing an experienced navigator, a good helmsman and a militarily skilled strategist.

But good men are not easy to find and often difficult to persuade - so you send a ship...

Mission@goals

- 👑 Find out how you can use O'Reilly for your business can win the competition.
- 👑 What do you think it takes to hire Madrugada as a helmsman?
- 👑 Destroy Admiral Pelé's fortress to convince him of your loyalty.

Mission Card: Trio Infernale

PELE

Destroy Pele's fortress without destroying his city. North

Build 3 spice plantations on a steppe island.

prairie

Indians

North

Your starting settlement has 40 pioneer huts and full camps.

prairie

Steppe

jungle

Polynesians

jungle

O'REILLY O'Reilly demands a tribute of 10,000 gold pieces.

MADRUGADA

Deliver 50 tons of spices to Madrugada.



= spices

Mission conditions

👑 difficulty	★★★
👑 Starting capital	10,000
👑 Number of computer opponents	0
👑 Pirates (aggressiveness)	no
👑 Pirate nest	no
👑 Flying traders, yes	
👑 Fire	Yes
👑 Natural disasters, yes	
👑 Special features	Existing settlement with 40 pioneer huts and numerous businesses.

Mission solution

V Foreword: The fourth mission of the campaign is relatively easy and quick to complete. The solution is therefore only shown below to the extent that it is really necessary to solve the mission. If you want to build more buildings and settle for longer - contrary to the following description - you are of course welcome to do so. However, as the free trader is not selling any tools this time, you will need to set up your own tool production at the 'Settler' level and also a production chain for tobacco products. You can also expand your settlement to the 'Citizen' level and then complete the mission tasks - but this extended path to solving the tasks is not necessary.

The mission tasks are clear: During the course of the mission, you must find and win over three capable new employees or companions. First, you land your trading ship, which is heavily laden with building materials and food, on the shore of your new home island - an island that already has a branch of the Duke. This settlement, which will be your base, already consists of 40 pioneer huts with a chapel and numerous companies that produce food, fabrics and alcohol. The warehouses are well stocked with 100 tons of these goods each and there is enough building material. The sale of essential goods to your residents also already takes place with an existing stand for food/salt and a fabric/leather stand.

In principle, you could start moving up to the settler level immediately by building an inn, but you should first make a few small changes and improvements to the settlement to make it work better (see the overview map below), namely:

First, tear down three houses in the centre of the settlement, near the church, to make room for a pub.

house, a school and a fire station. As you know, these public buildings should be centrally located so that as many residential buildings as possible are located within the catchment area of these buildings and can thus be supplied. So there is no other option: you have to make room in the center.

Alcohol is currently only produced in the settlement with a single potato farm. In the next step, you expand alcohol production by converting one of the existing small farms from food to alcohol: simply plant potatoes in the catchment area of the farm in question.

After that, you can build an inn in the center of the settlement. The pioneers are now just waiting for their demand for leather to be satisfied so that they can develop into settlers. You will not have any of this product in stock at the beginning, but the existing tannery will ensure that stocks gradually grow. Then upgrade all residential buildings to settler houses so that you will ultimately have around 550 residents at the settler level.

Once you have 50 settlers, set up 1 quarry with 1 stonemason (see illustration below for placement). Since you only need to build a few new buildings in this mission, one stonemason is completely sufficient. As soon as you have enough bricks and wood in stock, build a school in the center. To do this, you will probably have to transfer wood from the ship to the office, because the remaining stocks will be used to convert the pioneer huts into settler houses. Research the well and the fire brigade in the school and finally place a fire brigade building, also in the center of the settlement. This will counteract the constant danger of a city fire.

Danger

If your settlement is threatened by a fire before you can effectively deal with it with the fire brigade, you can contain the source of the fire by demolishing the house that is on fire and then rebuilding it.

If you then take a look at your balance sheet, you will see that after initial red numbers,



- again positively designed. So that your approximately 550 settlers no longer have to suffer and rely on stupid



If thoughts come to mind, you should immediately think about expanding the production of consumer goods.



The existing food production with two hunting

huts, three fishing huts and two small farms is sufficient even at the settler level. So you don't need to improve on this point. Apart from that, you can always transfer the food supplies stored on the starting ship to the warehouse.

Alcohol production, on the other hand, is somewhat poor with two potato farms. However, you can ferment it much more effectively with 360 settlers: Place 2 hop farms

and 1 brewery (see picture below). This would ensure that your residents are in a good mood.

You should also boost fabric production. Research the weaving mill at school as soon as you have the 20 knowledge points required. Then tear down the outdated weaving room and replace it with a weaving mill. In addition, give it a third sheep farm.

With these production expansions, you are on the safe side as far as meeting your settlers' needs is concerned for the rest of the mission. Mining salt or iron ore is not necessary: the one is too expensive and the other is superfluous because there are enough tools available for the necessary buildings anyway.

Before you start completing the three mission tasks, build two more productions on your main island:

First of all, research swords and then catapults in the 'weapons



production' section of the school. You can then hire a war machine builder to produce catapults for you, which you will need later. Since you need ropes as well as wood for these war machines, you also need to build a hemp plantation and a rope factory.

You will then have completed the most important tasks on your island and your balance will gradually become slightly positive. Now it's time to complete the actual mission objectives.



Send your ship out on a scouting trip to the surrounding islands. On the mission map above you can see where to find the three people you are looking for: Pelé, O'Reilly and Madrugada. Along the way you will discover the cultures of the Indians and Polynesians. Then head for the three islands where the wanted people are located, one after the other, and pay attention to the acoustic clues that provide information about the required tributes or tasks. After you have visited all three islands and have clarity about the specific mission tasks, click on the

Player menu, go to diplomacy mode and switch to the 'Pay Tribute' section. There you can see that O'Reilly is demanding 10,000 gold pieces from you and Madrugada would like 50 tons of spices.

First, take care of the spice requirement of Madrugada. Load enough building materials onto your ship and establish a colony on one of the two steppe islands P1 or P2. Then build 3 spice plantations there. You may also need to place a few wells if fertility is particularly poor. Finally, set up a colony with



A war machine builder manufactures the catapult that can destroy Admiral Pelé's fortress.

Weaving mill and a third sheep farm supply your settlement with sufficient fabrics.

Quarry and stonemason produce bricks and enable the construction of settler buildings.

Expand the town center to include a pub, school and fire department. Don't forget the spice stand.

Before you can build a catapult, you must build a hemp farm and a rope factory to produce the ropes you need.

Hop farms and breweries supply their population with alcohol.

The main island with all necessary buildings.

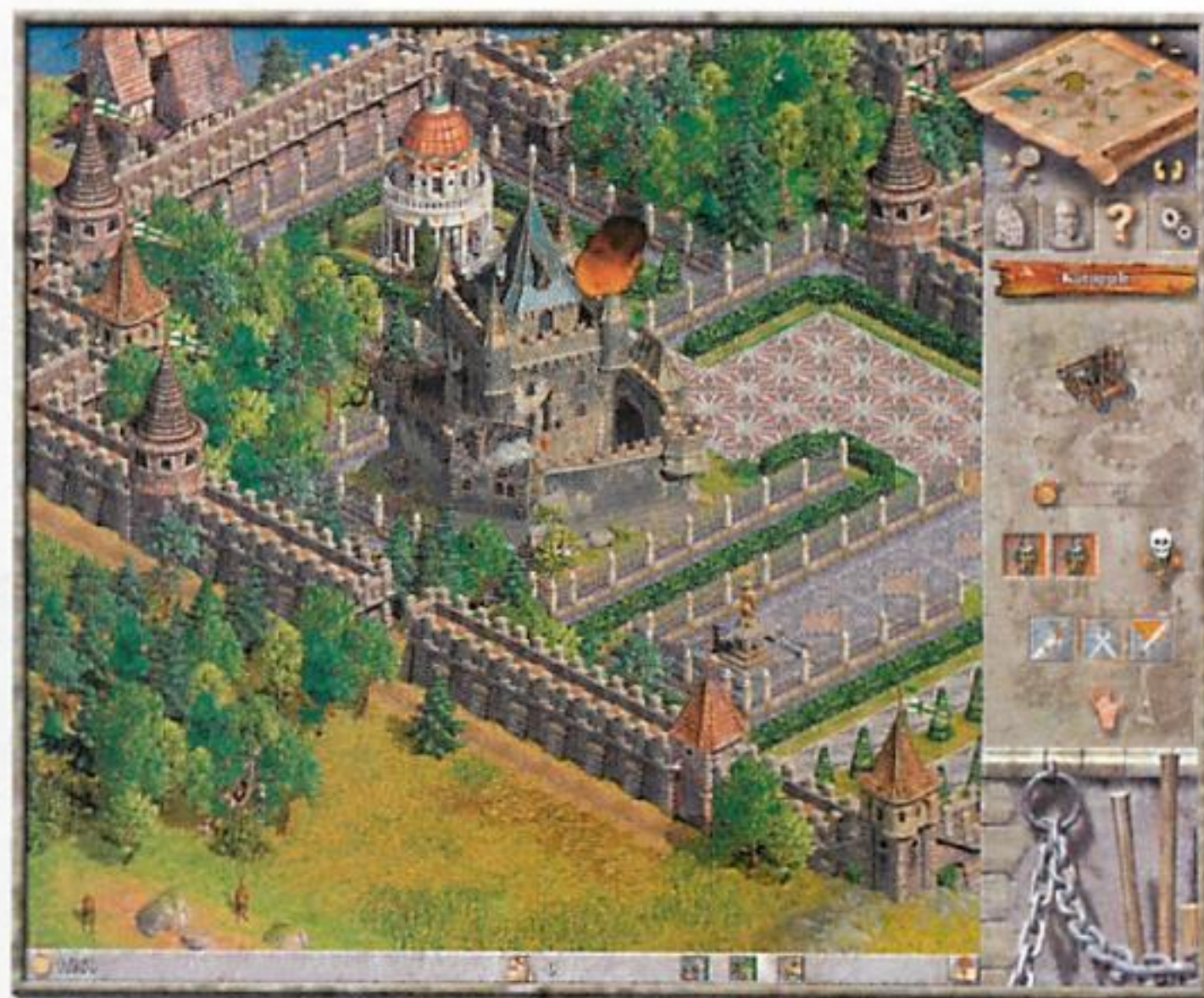
Set up an automatic trade route on your ship, which will transport the harvest to your base island, where you will set up a spice stand. As soon as the spice trade is booming and the tills are ringing, your account should grow significantly into the black, so that you can later meet O'Reilly's gold demands. And because you only need two plantations to optimally supply the population, your warehouse will also fill up with spices over time. This means that you will also have the tribute of 50 tons of spices that Madrugada demands in your pocket.



Build three spice plantations on a steppe island.

After a while, interrupt your merchant ship's spice transport and take care of the second in the group: Pelé. The admiral is known to want to be convinced with tangible military means. To do this, you must destroy his fortress, which is located in the middle of a fortress wall, and only this one. You must not under any circumstances raze his entire island to the ground. The most efficient way to accomplish this task is with 1 catapult, which you can have produced in the war machine factory described above (one example is enough for your purposes). Load the finished slingshot onto your ship and stalk Pelé's island from the side facing away from the office. Bring the catapult ashore and continue your spice transport route with the ship. First aim at the middle watchtower in the rear wall (with the archers), then advance further with the catapult and give the order to attack the fortress building. As soon as the fortress is in ruins, Pelé will join you.

Finally, you just have to wait until you have collected 50 tons of spices and 10,000 gold pieces and can meet the tribute demands of Madrugada and O'Reilly. You have to hand over the spices personally by



First destroy the watchtower in the rear wall and then Pelé's fortress.



2 Bring goods on board, sail to Madrugada's island and switch to the trade menu at the office there to give them as a gift. If your financial cushion is not yet thick enough to satisfy Reilly, send the ship to transport spices again until you have a good 10,000 gold pieces in the till. You can then transfer the amount to O'Reilly in the tribute menu (diplomatic status) and thus successfully complete the mission.

Mission 5 Buckeis

CHAPTER

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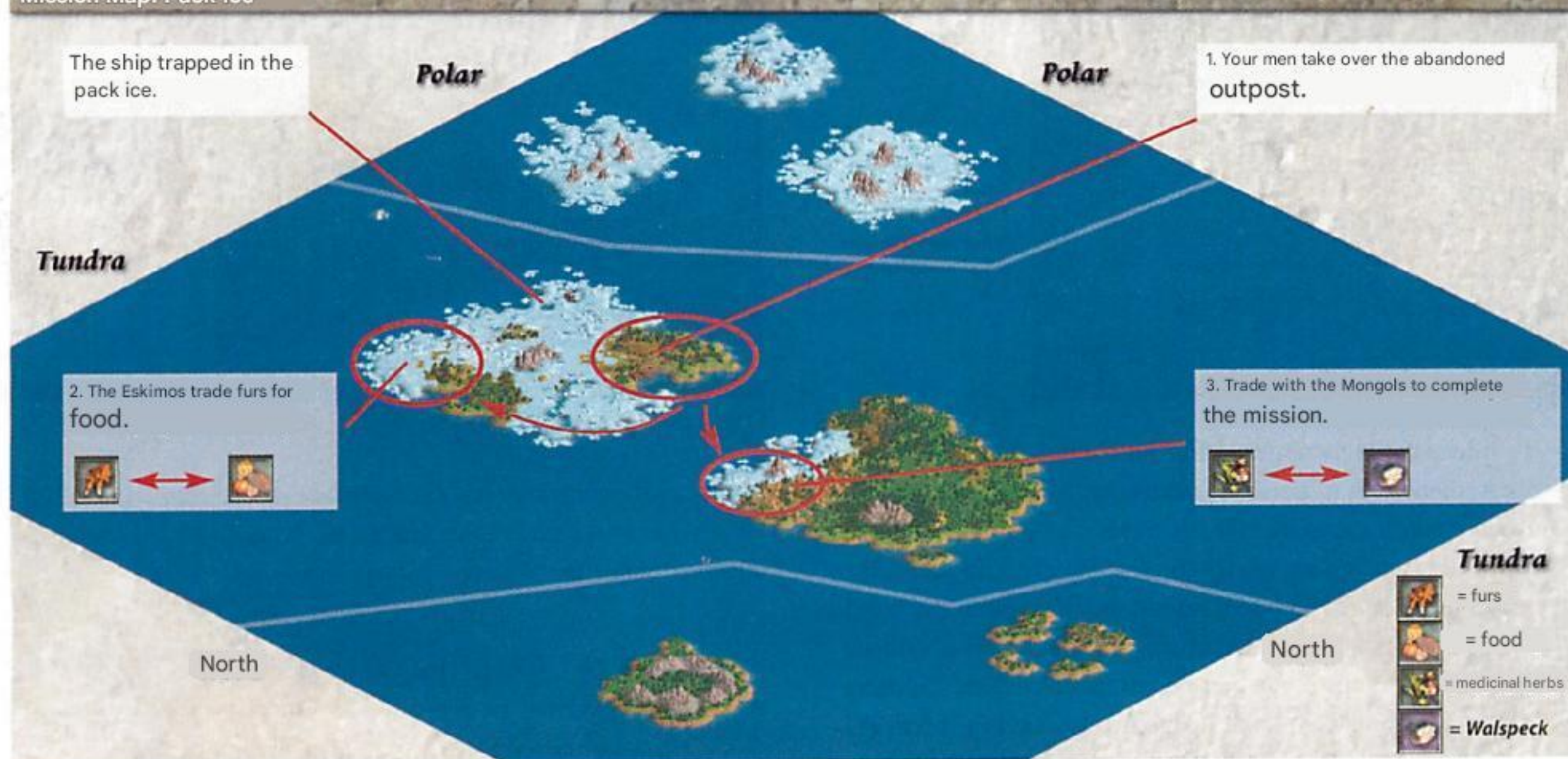
Two months have passed. Winter is approaching. The preparations are complete and you are on your way to the new world. It is getting colder and colder, and After a while you will see the first ice floes waves that are drifting towards your ship. You have Effort to find your way between the market square-sized len and finally it is neither forward or backward. Nearby you can discover an abandoned outpost that you

forced to your quarters for the Winter does. After a meeting with the The team agrees that first explore the area and obtain food.

1. Mission objective

- 👑 Ensure the survival of the crew and fill your warehouse with food until it bursts! Unfortunately, you don't see any possibility of producing food yourself for the time being.

Mission Map: Pack Ice



Mission conditions

👑 difficulty	★★★
👑 Starting capital	5,000
👑 Number of computer opponents	0
👑 pirates (aggressiveness)	no
👑 Pirate's Nest	no
👑 Flying traders	no
👑 Fire	Yes
👑 Natural disasters	Yes
👑 Special features	No starting ship, no building materials.

Mission solution

So at the start of this mission you find yourself in a godforsaken area - with hardly any gold, a few tons of food and only one scout, with no possibility of producing anything yourself (except for a fur trapper), no tools and therefore no chance of setting up any kind of business. And all of this on a ship that is useless because it is stuck in the pack ice. Good advice is therefore hard to come by.

If you click on the trapped ship at the beginning, you will see that there are still 25 tons of medicinal herbs on board. Since you will find a good use for this amount later, the first step is to get the entire load into the warehouse with the scout. To do this, move the scout next to your stuck ship and then transfer it using the 'Load and unload scout' button.

the herbs from the cargo holds onto the Scout. Then lead him to the warehouse and have him drop off his load there. Since the Scout can only transport a maximum of 20 tons at a time, you have to visit the ship twice with the Scout and repeat the journey.

Danger

The large warship is stuck in the ice and is therefore useless, but it still counts as one of your units and therefore costs you 25 gold pieces per minute in running costs! Therefore: As soon as you have recovered the cargo of 25 tons of medicinal herbs with the scout, sink the barge to save further maintenance costs.



Use the Scout to recover the valuable cargo from the ship and then sink it.

After the medicinal herbs have arrived safely in the office of your emergency settlement, you must consider how you will feed yourself and your people. But when the need is greatest, help is closest: As you can see on the overview map above, you will find a tribe of Eskimos in the west of the island. Fortunately, they are willing to trade food for furs. Since this commodity is practically the only thing you can procure yourself with your fur trapper, do not let this twist of fate pass you by. So load 20 tons of furs onto your scout's donkey and send him out west until he comes across the Eskimo settlement.



Then return to your settlement with the scout and load the first consignment of food there. Then set up an automatic trade route between the Eskimo village and your base. At your own route point, load furs and unload food; at the other end of the route, at the Eskimos, unpack the furs and load food again. After about

four of these automatic routes, you will have completely filled your warehouse with food and thus successfully completed the first mission objective. The next mission objectives will appear automatically.



The Eskimos trade furs for food, which they urgently need.

Interim mission

The office has been filled with food! Your crew has discovered tools and ropes in the abandoned huts. Now expand your settlement and build a ship!

2nd and 3rd Mission@ziel

- 👑 Expand the city of Ulfilla and reach a population of 80!
- 👑 Build a ship!

Interim mission

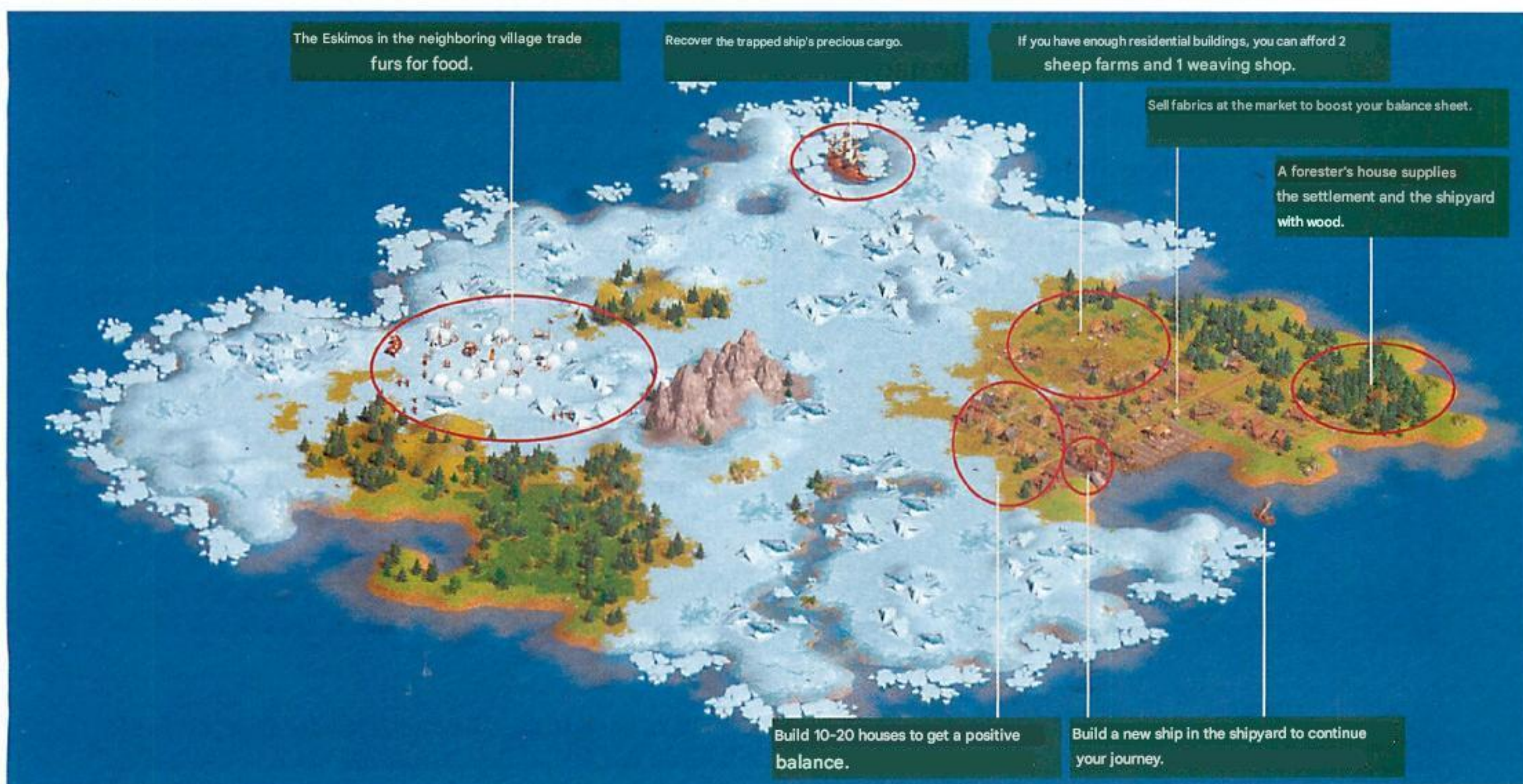
After you have found an Eskimo village, you sit down with the head of the tribe. The leader of the tribe is willing to trade food for furs when you explain your problem to him. He also tells you about a strange tribe that lives on another island and whose members seem to be skilled whalers...

In the Eskimo village, you can exchange the 20 tons of furs you brought with you for 15 tons of food. The market place where goods are exchanged in this corner of the world is located in the center of the Eskimo settlement near the igloo with the flag (see the marker in the picture below).

Your people have found 50 tons of tools and 50 tons of rope, so you finally have the necessary resources to set up production facilities. You also urgently need these new businesses to build the settlement you are aiming for for at least 80 residents. In view of the poor financial situation, it is even advisable to expand to up to 160 pioneers in order to improve the poor balance sheet a little. Build 1 forester's house, at least 5 new houses, 1-2 sheep farms, 1 weaving room and 1 fabric and leather stall. With the forester's house you will provide the necessary lumber that you need for both the required ship and the new houses. After setting up the 5th hut, you will have a population of 80 pioneers and thus achieved the first mission goal. Fabric production produces

the canvas for the planned ship and also serves as another source of revenue for a slightly positive balance. If you have sunk the large warship as recommended above, you should be in the black again at the end of the settlement construction phase. The scout remains busy the whole time with the Eskimo fur-for-food exchange route so that the basic supplies of your residents are secured.

that you have wisely stored. Set sail and head east until you reach the banks of the Mongol settlement. Send the scout ashore and load him with 20 tons of medicinal herbs from the on-board cargo. Then lead him to the middle of the village, to the tent with the flag (see the picture below). There you can activate the scout's trade menu



The construction work and activities on your island.

Once the houses in your settlement are built and the facilities are running to your satisfaction, you just need to wait a while until you have the necessary materials for a ship in stock. To build a small trading ship, you need 15 tons of wood, 8 tons of fabrics, 1,500 gold pieces and the ropes that your resourceful crew discovered above. Once you have these building materials, order a small trading ship from the small shipyard, which you can use to finally leave the island. As soon as the ship is finished and this mission objective is fulfilled, you will receive the fourth and final mission task.

(Loading and unloading the scout). Exchange the 20 tons of medicinal herbs for whale blubber, return to the shore, load the trade goods onto the ship. Then transfer the remaining 5 tons of medicinal herbs to the scout, who will also deliver the second shipment to the Mongolian trading tent. This way you can finally complete this mission task and the sixth campaign mission will start automatically...

4. Mission@goal

👑 Exchange 25 tons of medicinal herbs for whale blubber.



This last mission objective sends you on another exchange trip, this time to the Mongolian tribe, which you will find on an island in the southeast of your settlement. To do this, interrupt the transport route to the Eskimo village and call the scout onto your brand new ship, which you will also load with the 25 tons of medicinal herbs.



do this, interrupt the transport route to the Eskimo village and call the scout onto your brand new ship, which you will also load with the 25 tons of medicinal herbs.



Trade medicinal herbs for whale blubber with the Mongolians to complete the mission.

Mission & The Stone of Toguldur

The Mongolians are happy that the deal has been concluded and invite you into the large tribal tent. After a few festive ceremonies, the head of the tribe takes you aside to talk to you. Before you move on, the old leader asks you for a favor. His people are looking for an artifact that was stolen from their temple: the nomad's holy stone.

Toguldur. The tribal shaman consulted the spirits of the ancestors. They told of an island with a large mountain in which the artifact is held, deep in the rock...

Mission objectives

- 🏴 Find the Stone of Toguldur and return it to its rightful owner!

Mission Map: The Stone of Toguldur



will be used up safely. In total, this amount is enough for about 270 minutes at normal game speed and in this time you should be able to complete the mission objective without any problems.

At the beginning, your expedition, which consists of a medium warship, five archers and two mortars, arrives at the target area. First, take a look at the island world (see the mission map above). The artifact you are looking for, the holy stone of Toguldur, is located on the northern island with the Mongol village and is enclosed in the mountain valley in the middle of the island (see the marking on the mission map). However, access to this valley is blocked by rocks and can only be blasted open with the help of the mortars.

Mission conditions

🏴 difficulty	★★★
🏴 Starting capital	10,000
🏴 pirates (aggressiveness)	no
🏴 Pirate's Nest	no
🏴 Special features	1 starting ship: a medium Warship with 5 archers and 2 mortars.

In addition, the island's Mongols, the new owners of the stone, guard it jealously and do everything they can to prevent your troops from reaching the middle of the mountain valley. On the way there, you will have to fight the enemy Mongols, whether you like it or not, because there is no diplomatic solution. It may not even be necessary to raze their entire settlement to the ground. In some cases, it may be enough to destroy the southern part of the village.

Mission solution

The sixth mission of the campaign is a special mission and is all about recovering the holy stone. It is a purely warlike mission without any building work. You have to make do with the military units you have on the ship - there are no supplies or anything like that in this mission. You also have no way of repairing or healing your units. Of course, the troops incur maintenance costs all the time (37 gold pieces per minute), so your starting capital of 10,000 gold pieces slowly but surely

Danger

Since your mortars are essential for the success of the mission, you should guard these two units like the apple of your eye! Therefore, save regularly during the course of the mission after a successful action, before you lose the guns and have to start the game from the beginning. If the mortar units do fall afterwards, you can always go back to an old, safe save.

So, let's go! First, approach the Mongolian island from the south side (see illustration below) and place all your units on the shore. Keep your

First of all, people should be near the coast, where you can gather and group the combat units. Your landing on the island will not go unnoticed for long and the Mongols will advance towards your position eager to fight. As soon as you are attacked, you should immediately retreat with all your troops to your rescue ship. The ship's cannons, which you can use to bombard the coast from the sea, will then do the rest, i.e. decimate and - if possible - eliminate the enemy. Fortunately, the Mongols only have close combat units and are powerless against your long-range cannons.

Then bring your units back on land, especially if you see that the Mongols are already retreating to the rear of the village. Now carefully approach the village from the south with the two mortars. Then set fire to the huts and tents. Since the Mongols have no fire brigade, the buildings will collapse on their own sooner or later once they have been set on fire. But always keep your troops close to the coast and withdraw them to the ship when the Mongolian warriors attack. Be especially careful of the Mongolian mounted units!

You will probably have to repeat this procedure - first putting troops on land and then pulling them back onto the ships - a few times. At some point the whole thing will become a game against the clock and against your bank balance, but it is the surest way to success. Your situation is made worse by the fact that there is a Mongolian warrior yurt nearby, where the tribe trains its reinforcements. Therefore, after each elimination of enemy units, you will be attacked again from there relatively quickly.

Therefore, destroy the southern market tent as soon as possible because this will also get rid of the warrior yurt! The Mongol village is basically constructed in a similar way to the players' cities (see also Chapter 2, The Cultures) and consists of



Living tents, production buildings, churches and temples, barracks (warrior yurts) and markets or market tents, which you can recognize by the flag. If such a market tent is destroyed, then - as with other cities - all

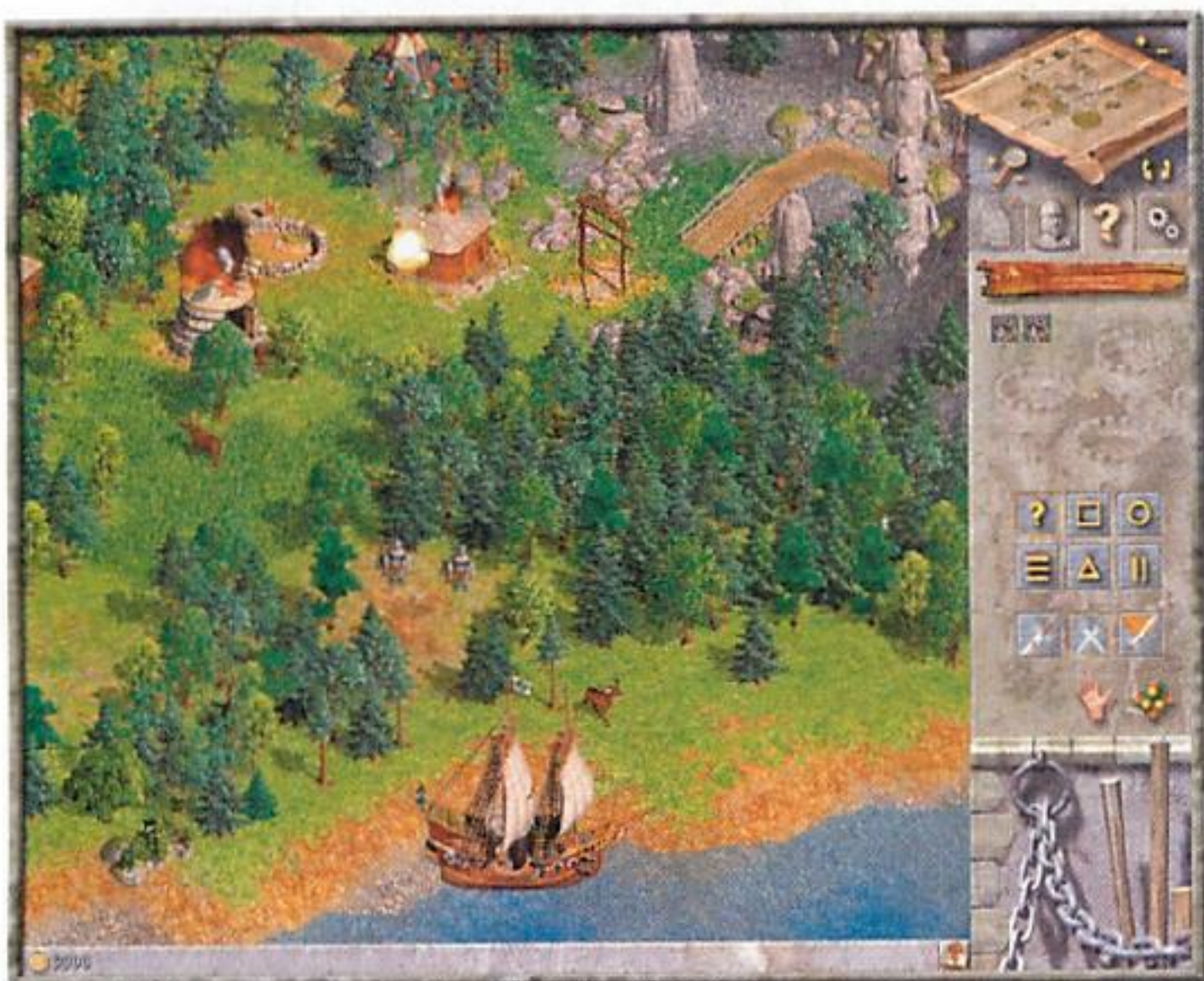
buildings in its catchment area fall. So if you destroy the southern Mongolian market tent - even in several attempts - you will have gotten rid of the southern warrior yurt at the same time. Then newly recruited Mongolian warriors have to travel the long way from the north to reach your position. The same applies to enemy patrols, which usually disappear back into the barracks as soon as your units retreat.

It is quite possible and even very likely that the Mongols will rebuild the burned and destroyed buildings, including the market, after a short time. Just be stubborn and destroy the market building a second and third time.

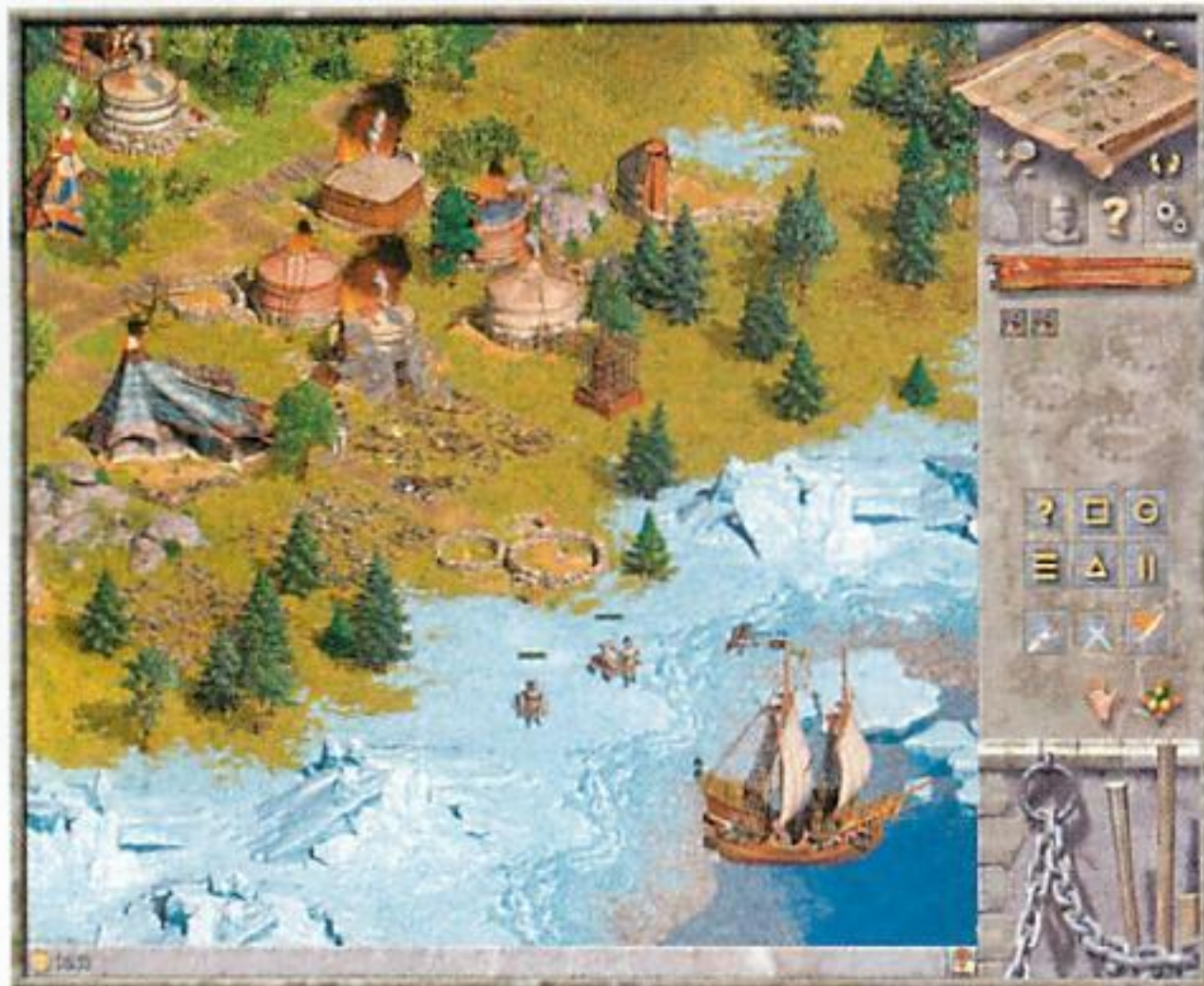


If the constant war with the Mongols becomes too annoying, you can always completely level the village.

The best way to do this is to move your ship and its units to the northwest bay. There, you can place your combat units as usual - repeatedly on the mainland to attract the enemy. Let them get close enough before you flee back to the ship with your troops and let the ship's cannons do the dirty work. As soon as the resistance finally wanes, your mortars can target and destroy the two northern Mongol market tents and other buildings within range without much problem. As soon as all the market buildings are destroyed, the rest of the village and its warriors will also disappear and the resistance will cease completely.



Carefully approach the village and use the two mortars to set the huts and tents on fire.



The Mongolian village cannot withstand the mortar attack for long.



The rock barrier consists of two parts and can only be destroyed with the mortars.

Remember the actual mission objective.

Focus your mortar fire on the rock barrier that blocks the way to the back of the mountain valley and stands between you and the Stone of Toguldur. Once the passage is finally clear, you can send a unit into the valley behind it and successfully complete the mission.

You will bring the jewel safely onto your ship and sail back to Godan and his people. They are overjoyed to see the Stone of Toguldur back in its rightful place.

to see. A big party is held, where you and your crew are the guests of honor. At the climax, Godan agrees to a regular delivery of whale blubber. As you say goodbye to sail back to home, Godan approaches you and hands you a piece of shiny metal. You are amazed to see that it resembles the part of the amulet that you received from Katharina. When asked where he got the piece of jewelry from, Godan replies that you already know the answer...



An overview of the key positions and actions.

You are on your way back to the island of Nova Fora. When the ship comes within sight of yours, the island, the lookout reports warships, Northerners attack your capital. In great excitement, you let the Northerners hope to ready for battle and is pushing for a quick here journey. Together with the cannon towers on land and your other ships succeed put the attackers to flight.

The first step is to upgrade

of the military and the reconstruction of the damaged buildings. You have the dark premonition that this was not the last attack by the mysterious strangers...

Wission@goals

- 👑 Restore your economy, train an attack army and completely destroy your enemy's cities.

Mission Card: New Acquaintances

Destroy the red computer opponent GALERIUS.



Mission conditions

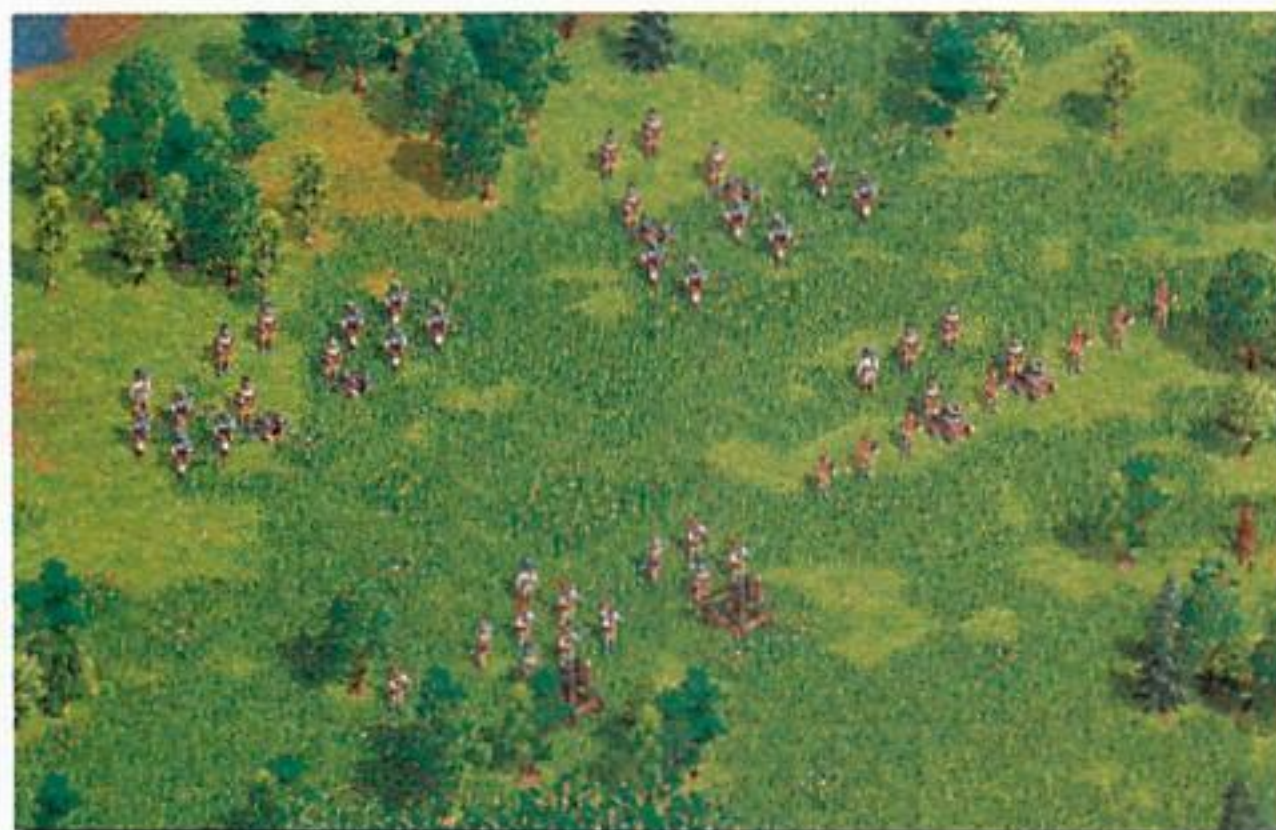
- 👑 Difficulty ★★★
- 👑 Starting capital 30,000
- 👑 Pirates (aggressiveness) no
- 👑 Pirate's Nest no
- 👑 Flying traders no
- 👑 Special features A city with 2000 shops people, 3 supply islands (steppe, prairie, jungle) and numerous ships and soldiers. Two computer opponents, one of them hostile, the other neutral (a good trading partner for tobacco products). Restrictions: No whales (therefore no lamp oil production is possible) and no marble (only initial supply, so that advancement to the aristocratic level is impossible).

Mission solution

So you return to Nova Fora in good spirits and are horrified to discover that you are no longer alone in your old island world. In fact, there are now three parties: yourself, the mysterious attacker (Galerius) and a third, neutral computer opponent (Elagabalus).

In addition, your home island world has once again sunk into economic chaos during your absence. The economic problems are similar to those in the third mission. You must therefore check your city and its infrastructure, optimize or adjust your production capacities and achieve a positive balance again as quickly as possible. This time, however, it is not absolutely necessary for you to produce all the goods yourself. The neutral Elagabalus is willing to trade with you as long as you do not annoy him first with your armed ships.

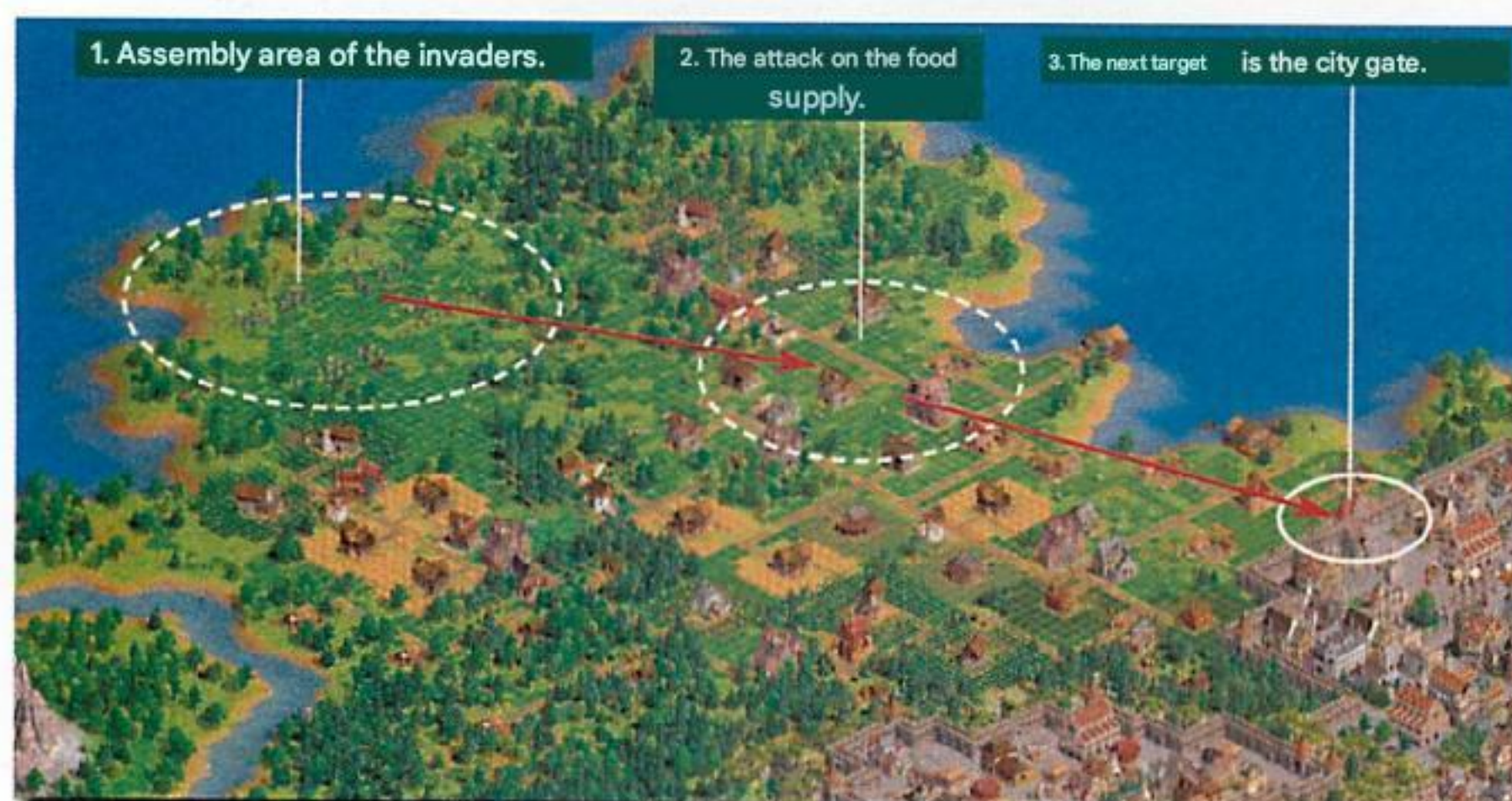
Before you can begin to critically examine your economy, however, you must first defend yourself, because an army of Galerius is standing at the gates of your city and will attack after about a minute of playing time...



The arrival of the enemy army on your island does not bode well.

The repulse of the enemy attack

Shortly after the mission begins, your city is attacked from the north. Galerius's enemy army consists of numerous spearmen, crossbowmen and musketeers as well as some catapults, cannons and mortars. The first blow is aimed at your cattle farms, i.e. your food supply. The surrounding markets and other buildings are also burned down. The attackers then move on to your city walls.



The attackers' route leads straight to your city.

Try to put an end to the enemy army's activities as quickly as possible! To do this, first gather and organize your troops, which you can find at the market square positions within your city. Apart from the archers on the city wall, you have a group of lancers, a group of cavalry and a handful of cannons. Use the time until the first attack to gather all your troops at the city gate -

also the archers from the city wall (if possible at the lowest game speed!). When you have your army together, systematically form groups of similar units (cavalry, lancers, archers, artillery units), then open the city gate and move quickly towards the marauding attackers.

In terms of numbers, you are roughly equal to your opponent. If you fight, you fight to win! Therefore, avoid hasty attacks by individual units, which would only split your forces. Because of the many ranged fighters and lancers, your opponent is a tough nut to crack and should only be attacked with full troop strength.

The battle strategy: Keep your cavalry and lancers in the background for the time being and only attack the enemy with your artillery (mortars and cannons) from a safe distance. The enemy guns are so busy firing at your buildings that they don't even shoot back. As soon as the enemy sends his lancers and long-range fighters forward to attack your batteries, your lancers and archers join in and protect the artillery. In the meantime, your cavalry attacks the enemy's now unprotected long-range fighters and guns in the flank. Keep your artillery firing at the enemy from a safe distance. Don't worry: your units won't take any damage from your own artillery fire - there is no such thing as 'friendly fire' in ANNO.

1503 not! The damage caused by the mortar through its broad impact on closely packed enemies is particularly devastating. If possible, use your cavalry first to attack the guns and crews and then the crossbow and musket men.



While the enemy melee fighters advance to attack, your cavalry cleans up in the background.

With this strategy, it will be no problem to wipe out all of the enemy units. Your opponent Galerius will then not bother you for the rest of the mission on your island. If you do not succeed with the tactics described above, simply reinforce your troops with new teams that you recruit in the fortress.

Reconstruction and optimization of the city and the economy

After this first combat interlude, you will focus on redesigning your infrastructure. Leave the game speed at the slowest level (F8 key) and first analyze the situation calmly. The difficulties you face are, as mentioned, similar to those in Mission 3, namely:

- 👑 Their balance is heavily negative (about minus 3,000 gold pieces).
- 👑 Some of the production chains are not optimally designed.
- 👑 The trade routes must be adjusted.
- 👑 Your city maintains more craft businesses than it needs and can afford.

You will therefore inevitably have to part with some of the facilities, following a familiar pattern (see the solution to Mission 3). If your overall balance is healthy again and business is booming, you can rebuild some of the demolished businesses if you need the buildings again.

First, take care of the issues within the city, as follows:

- 👑 First, take a look at your stocks. At this point, you already have between 60 tons and 100 tons of most weapons in stock. You don't need more than that in this mission! So tear down all the factories that produce weapons and armaments. You will find such buildings mainly within the fortress mountain, and there is also an armaments manufacturer at the office. You will also raze the fortress to the ground.
- 👑 The same applies to the production of coal and rope, of which you have 100 tons in stock. Therefore, eliminate both hemp plantations (in the agricultural sector), both rope factories and the charcoal kiln near the mountains.
- 👑 One salt mine and one saltworks are sufficient to supply the population, even if your population grows to 2,500. Therefore, demolish the second salt mine near the mountains.
- 👑 For now, make do with just one ore mine, one small ore smelter and one forge until your balance is positive again. Leave this production equipment at the mountain while you remove the large ore smelter and the forge on the fortress mountain.
- 👑 Later, rebuild your fortress building and a cannon forge outside the city so that newly trained troops do not always have to walk through the entire city.
- 👑 Remove all production facilities within the city walls and put residential buildings in their place. These are primarily tailor shops and a tannery. Buildings that are ready for the pickaxe can easily be recognized by the rotating question mark above the roof. In total, you need 60 residential buildings for 2,500 merchants.
- 👑 Check the status of your research at the university. Actually, there is only one upgrade to

Explore. Get rid of the expensive library next to the second bathhouse!

- 👑 Check that all residential buildings have access to market stalls and all public buildings. Tear down the wooden chapel and then rebuild it so that the new chapel has the status of 'church'. With such small corrections you can make the city habitable for 2,500 merchants. As mentioned, this requires 60 residential buildings, for which you need space in the center. For this purpose, also tear down various market square areas.

- 👑 Block building materials regularly as long as the supply of essential goods is not yet stable. Otherwise, some houses will constantly oscillate between two civilization levels and thus use up the entire stock of building materials.

You then take care of the production of goods in all areas. You can find out which measures you should carry out in detail in the solution to Mission 3, as your equipment at this point corresponds almost exactly to the state of affairs there. The following information refers to a developed city with around 2,500 merchants (= 60 residential buildings).

- 👑 After a while, check the road connections and capacity utilization at all companies. Make changes if necessary.
- 👑 Reduce the number of forest houses to three and the number of tanneries to one!
- 👑 Adjust your food supply! What you need for 2,500 merchants are two bakeries with eight grain farms and four mills, three butchers with six cattle farms and two hunting lodges. The rest is just expensive. So dismantle all other facilities that produce food - especially expensive fishing lodges, small farms and the numerous surplus hunting lodges. Hurry up and build new food establishments, especially the second bakery, before you run out of capital to even place the new buildings.
- 👑 Three weaving mills, each supplied by three sheep farms or two cotton plantations, are sufficient to supply 2500 merchants in this mission. Review your fabric production capacities on the main island and on the jungle island and create order between input, output and consumption.
- 👑 A good solution is to have two fabric productions with sheep farms on the main island and one fabric production on the jungle island. You can tear down any excess weaving mills there. Also remember to organize the fabric transport to the main island properly. The one ship that is currently on a transport route between the jungle island and the

main island only transports silk fabrics and alcohol!

👑 For the alcohol supply, expect a total of five breweries on the main island and rum distilleries on the jungle island. In addition, there are of course the two hop plantations and sugar cane plantations in front of each. A rum distillery does its work on the external production island, so you should have four more hop plantation brewery chains on the main island. Adjust the stock accordingly and then remove the expensive potato farms!

👑 Five tobacco processors for ten tobacco plantations are enough to supply the targeted 2,500 merchants. At the beginning you can also buy regularly from Elagabalus, provided your account balance allows it. He always offers large quantities of tobacco products. And tear down the two lumberjack huts on the tobacco island!

👑 The number of spice productions on the island in question is sufficient. However, you must ensure that the harvested spices can also be picked up in the outer plantations by setting up another main market building. Up to now, they are outside the existing catchment areas. Also set up a second trade route for the transport of spices and correct the road connections. Trade any surpluses with Elagabalus.

👑 You have to make the most important improvements on the jungle island. Tear down the main market building near the office, which it overlaps with. Also reduce the fabric production there, as mentioned above, to a weaving mill with two cotton plantations. Leave the one production chain for alcohol. Then expand the important production of silk fabrics, first to four production chains (4 dyeing mills, 8 silk plantations, 4 indigo plantations), later to five. For every 500 merchants there should be one fully utilized dyeing mill.

👑 Be sure to transport the finished silk fabrics and materials to the main island with a second ship (the first ship transports silk fabrics and alcohol) so that you can ensure a steady sale of the goods in the city. Your account balance depends on the sale of the silk fabrics! Only after the luxury goods have been sold will your balance briefly turn positive again, so that you can set up new productions!

👑 Even if your merchants constantly complain, you cannot provide lamp oil because there are simply no whales on the menu. Your trading partner Elagabalus is in the same situation.

After all these measures, your balance will slowly but surely start to move back into positive territory. Then you can sit back and accumulate credit that will allow you to upgrade and thus begin the destruction of Galerius.

The Elimination of Galerius

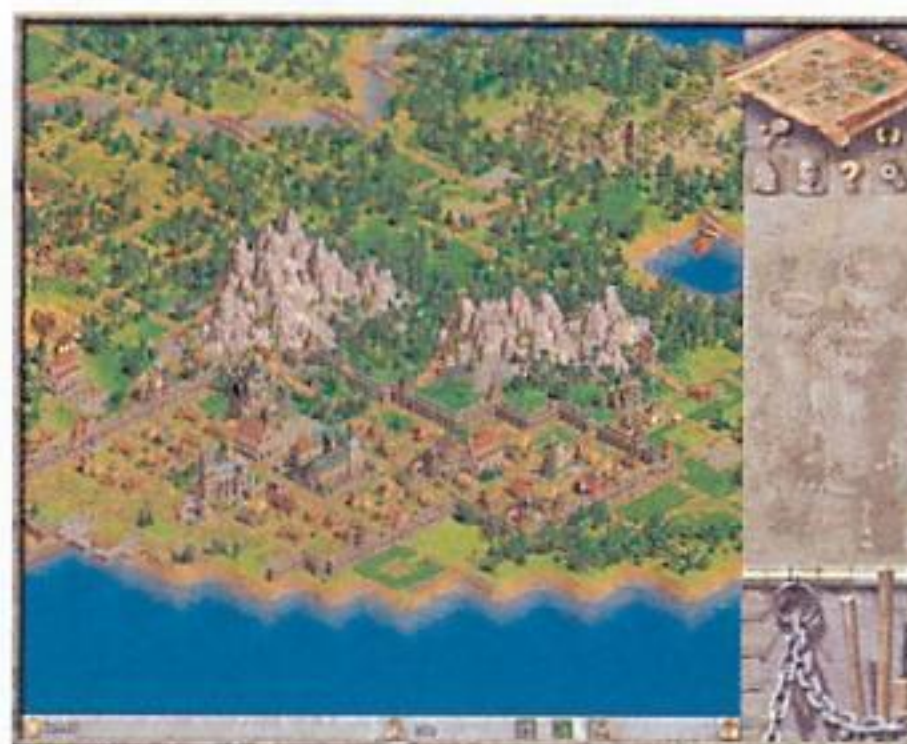
The actual preparations for the attack on Galerius begin with the construction of a large shipyard. Then you replace the large warships on your transport routes with merchant ships, which simply travel faster with the same load of goods. You also need the warships for other purposes, namely:

Create a fleet of five to six large warships by building new battleships and thus expanding your inventory. You may need to start production with a new cannon foundry so that all ships can be fully equipped. Then start hunting down your opponent's individual freighters. Don't rest until Galerius' entire fleet, which was busy transporting goods to his main island, has been destroyed. Also destroy all of his shipyards and offices.



Your fleet destroys the enemy's shipyard and office.

You can see that the plan is to attack Galerius with a trade blockade to its knees. Success will not be long in coming. You can see the signs of decline in the houses on Galerius' main island, which are falling back into pioneer status.



The effects of the trade blockade at Galerius are clearly visible in the fact that the residential buildings are degenerating back into pioneer houses.

Then form an attack army with mortars and other units of your choice - you should have a large number of them, around 20 to 30, from the initial phase. You drive the enemy off their islands by destroying all their markets and offices. You will still face resistance, but the main island of Galerius is ideally suited to this due to its structure.

for smaller hit-and-run operations. To do this, land your army near a market, destroy the market building in one fell swoop, and retreat back to your ships before the enemy can strike back. Ultimately, after a few attacks, you will be able to successfully complete the mission.

When the battle is almost won, you confront your opponent in the ruins of his city. With the bare steel at his throat

the man begs for mercy, who turns out to be a subordinate of Jan de Freeren. In disbelief, you ask about Breitenstein and his niece. You learn that the entire palace is deserted. No one knows where the Duke and his niece are. You think of de Freeren and anger rises within you. He will curse the day he came up with the idea of seizing power. And if he has done anything to Katharina or the Duke, you will track him down and judge him in the depths of hell!

Mission & Resistance

Since you don't know where the Duke and his relative Katharina have disappeared to, you look for clues that could explain their whereabouts. From the prisoners of the last battle, you learned the coordinates of where the former serf von Breitensteins is. The Duke's accountant, Laurenz Hohenzoller, is imprisoned on the island of Platana Nublis. He might know where his master and Katharina might be. You decide to get the accountant out of the fortress. To do this, however, you first have to fight your way through the fortified city...

Mission objectives

👑 Conquer the fortress and free the accountant!

Mission card: Resistance



Mission conditions

👑 difficulty	★★★
👑 Starting capital	140,000
👑 pirates (aggressiveness)	no
👑 Pirate's Nest	no
👑 Flying traders	no
👑 Special features	Unit equipment:
	1 Large Warship, 2 Medium Warships, 3 small warships, 12 lancers, 6 units of cavalry, 6 archers, 16 crossbowmen, 12 musketeers, 22 crews, 7 cannons, 8 mortars, 3 scouts with 30 tons of wood and 30 tons of tools, 9 medics.

Mission solution

One island, one goal! The eighth mission of the campaign is a purely military excursion without any building work. At the beginning you only have a number of military units, –albeit a considerable number, with which you must free the accountant from the fortress. The units you find should actually be enough to achieve the mission objective. In addition, you can capture enemy war machines during the course of the operation (see below). If, for whatever reason, the tide of battle turns against you and your troops are wiped out, you will receive one-time reinforcements in the form of another small army. The starting capital of 140,000 gold pieces is intended solely for the maintenance of the military. This sum is enough for around 390 minutes of playing time. So you don't have to keep looking at the clock during this mission, because the mission objective will easily be achieved in this time period.

It starts with your troops having already landed on the island just outside the enemy territory

and have taken up positions there. There is only some building material left on board your ships. Right at the beginning, pack each of your three scouts with 10 tons of wood and 10 tons of tools, because you will need at least one packhorse with building material at the end. After you have equipped the scouts in this way, keep the material carriers carefully in the background and do not involve them in battles. From now on, your fleet will only play a supporting role, and you don't actually need the ships in this mission anymore. The key to success lies elsewhere this time.

Your troops are in good hands and at least safe where they are at the start. The enemy will only notice them when they advance further into their territory. You therefore have a little time at this position to familiarize yourself with the type and number of combat units you find and to arrange these units into a sensible battle formation. Using the number pad, you will notice that some of the units have already been grouped together. However, these groups contain a mix of different unit types, which is why you should first bring order to the group so that it forms orderly battle lines (group formation with Ctrl + number keys #0 to #9). This arrangement has proven to be effective:

1 First row (melee fighters): #1 Well-armored melee fighters (lancers) and #2 cavalry.

2 Second row (ranged fighters): #3 to #5 light ranged fighters (archers, crossbowmen and musketeers) and #6 and #7 artillery (cannons and mortars).

3 Third row (supply units): #8 operators, #9 medics and #0 scouts.

Assign all groups the correct line formation and then march in orderly lines toward the enemy position.



Group your units into powerful groups and march towards the enemy fortress.

As soon as you enter enemy territory, which extends a little further than the sphere of influence, the first skirmishes begin. The enemy units are stronger than your combat units because, unlike you, the opponent has all the upgrades that can be researched, but you are in the majority in terms of numbers. This means that the attackers only attack your army one after the other and in small groups. These advances can be carried out relatively quickly without major losses.

answer without any problems. In this phase, you should let the enemy come and not advance any further yourself. In doing so, you should make use of the tactical possibilities of your various troops from the beginning. types specifically, as follows:

1 As mentioned, the enemy will make various advances with cavalry, war machines, ranged fighters and other units. Stop these attacks with your close combatants, i.e. with the cavalry and your lancers - and attack quickly. In such situations, support the first line with your ranged fighters, who will take aim at the enemy units from the second row.



You attack enemy cavalry and ranged fighters with your melee fighters.

2 Use your cavalry against enemy artillery and other long-range fighters. Due to the high speed at which it advances, the mounted unit can quickly reach the enemy units and clear them away. It is best to fight enemy artillery and long-range fighters as early as possible, before they can get into position themselves.



You attack enemy artillery with your fast cavalry.

Important: When you successfully fight for enemy batteries, the enemy crews are almost always eliminated, while the gun is left standing abandoned. Now it can be captured by your own crews! In this way, take over as many abandoned guns as possible - especially mortars - before the enemy can occupy them again or dismantle them.

3 Use your medics! During breaks in combat, move the group close to the injured units so that they can be healed and restored. If the regular waves of enemy attacks are too much for you, it is better to retreat from enemy territory and heal all the wounded in the safety of the hinterland.

Your opponent, with his small city, does not have the opportunity to train endless units. For him, it will be a battle of materials, with his supplies of iron, weapons and armour becoming increasingly scarce. In addition, his room for maneuver will become increasingly smaller the more you paralyze his economy (destroy external production!). The resistance with the annoying sortie attacks will therefore wane sooner or later.

As soon as the counterpressure subsides, you can advance further in an orderly manner and focus on the actual mission objective



Weaken the enemy by destroying their production buildings and marketplaces with mortar fire.

take care of: the fortress. Now deploy your mortar group, which has hopefully grown considerably by now. Use it to bombard the city by bombarding buildings, towers and walls, including their garrisons. But be careful! The enemy's cannon towers can be occupied and become dangerous. Therefore, destroy all towers from a safe distance. If there are further failures, pull your mortar group back to the protection of the second row and

catch the enemy with the remaining close-range

and ranged units.

Finally, make a breach in the city wall and move into the city. Destroy two of the three main market houses in whose sphere of influence the fortress is located. To do this, first set the main market houses ablaze and then wait until they collapse on their own.

The third main market building must not collapse in front of you, otherwise the fortress will be destroyed and the mission will be lost! Instead, take over the third market with a scout by building your own main market building over the burning ruins. This will put the fortress under your control, and with it the accountant. The mission is won.



Overview: the procedure for taking over the fortress.

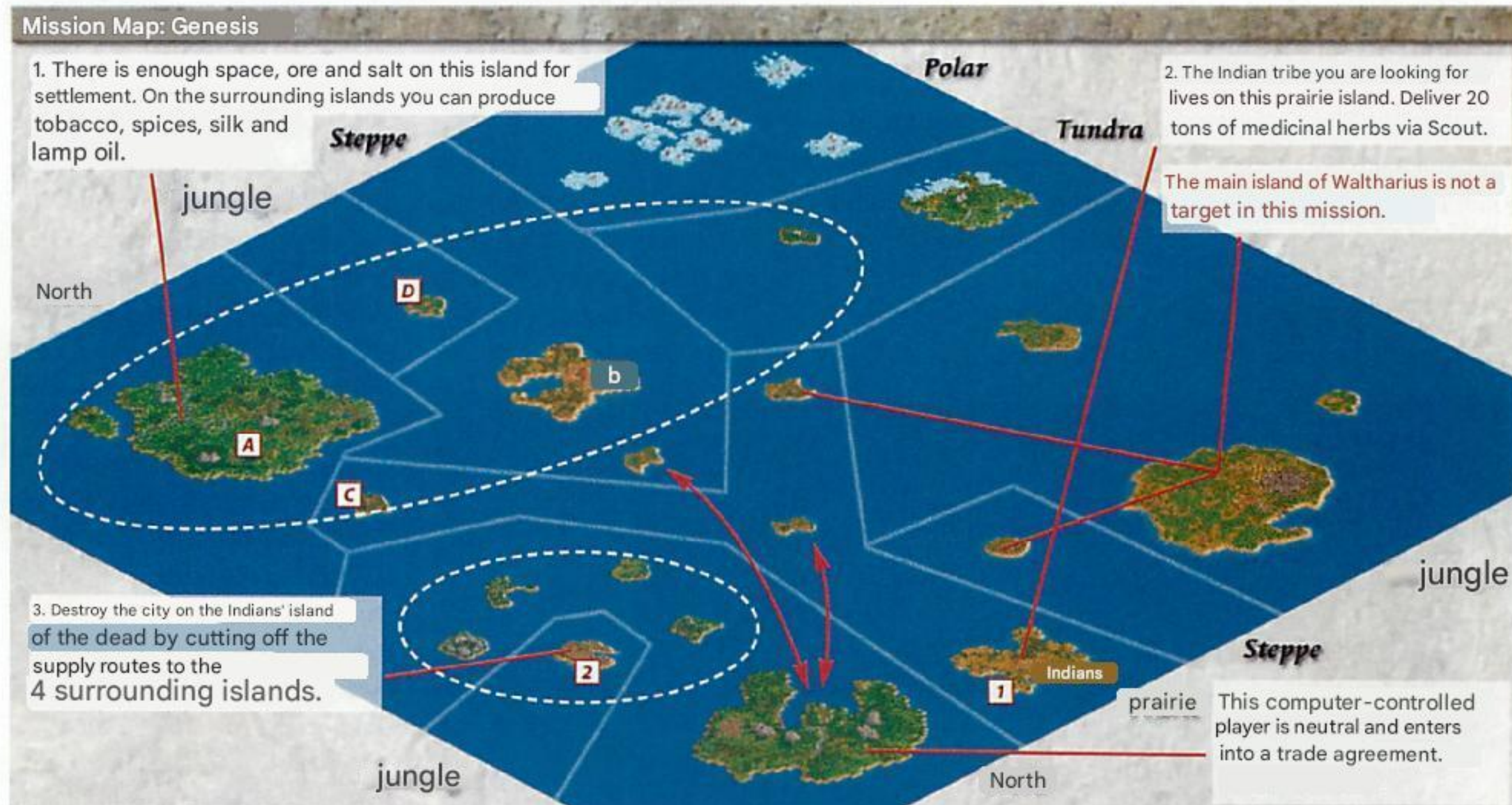
Mission 9 Genesis

You are shocked to hear that the accountant also does not know what to do with the Herzog and his niece. He is Just make sure that you do not fall into the hands of Freerens. You have on the home Have you thought about how you should react, but without your mentor and fatherly friend unable to fight the empire comprising countless islands Not here and not with

the limited resources at your disposal. You decide to leave the island of Nova Fora and make a fresh start in more southern climes. You leave Vincent behind in enemy territory in the hope that he can find out something new.

1. Mission@goal

- 🏰 Build a city in which 700 residents have citizen status.



Mission conditions

🏰 difficulty	★★★
🏰 Starting capital	80,000
🏰 Pirates (aggressiveness)	no
🏰 Pirate's Nest	no
🏰 Flying traders	Yes
🏰 Special features	Large trading ship with scout, 50 tons of food, 50 tons of wood and 100 tons of tools. No marble! Computer opponents: Waltharius (red, hostile) and Buccanon (blue, peaceful; trade agreements possible).

Mission solution

This mission offers you fantastic starting conditions. You begin with a large trading ship, sufficient building materials and a very high starting capital of 80,000 gold pieces. Immediately next to your starting point there is a very large island with a northern climate (Island A), on which almost all mountains offer salt and iron ore, so that you can build your settlement where and how you like. In addition, in the immediate vicinity you will find one island each of the steppe type (Island B - spices), prairie type (Island C - tobacco) and jungle type (Island D - silk and indigo). A little further north there are also tundra and polar islands with magnificent whale deposits (lamp oil). So there is sufficient variety in the goods you need. The only downside to this

Mission is the competitor Waltharius (computer opponent red), who has already settled in the east of the island world before you and regularly sends his warships after you.

You build your main base with the city on island A. At the beginning of the game, set up an office there near your starting point on the east coast. The settlement is built in a similar way to the endless game tutorial, although on a slightly smaller scale. In order to settle the required 700 citizens, you only need to have 26 houses and develop them to the citizen level. Mathematically, 25 houses are enough for exactly 700 citizens - but you have to place one more because you have to have at least 701 citizens for the mission objective to be considered fulfilled. You don't need more housing for your citizens to win the game.

In principle, you can set up your own tool production facility as you build your settlement. However, since you only need a limited number of them in this mission, it makes more sense to buy them from the free traders. Therefore, right at the start of the game, place a purchase order for tools in your office (normal price and maximum stock of around 50 t). However, since you are not the only buyer, it will take a few minutes for the first delivery to arrive.

As you build your settlement, you supply your residents with the goods they need to advance to the citizen level, i.e. food, leather, fabrics, spices and tobacco products. Later, at the citizen level, you can also produce salt. Silk fabrics and lamp oil are not necessary to supply the residents, because you do not need to and do not want to advance to the merchant level in this mission.

Tip

If you play tactically, you can complete the entire mission with your starting ship alone. In this case, you would not need a shipyard, a hemp plantation or a rope factory to build more ships. To do this, use your existing warship on a trade route that goes around Spice Island, Tobacco Island and the main island. When the time comes, you can use the same ship to complete the other mission tasks (see below). It is not tragic if transport and thus the supply of tobacco and spices come to a standstill while you are completing other mission tasks. Something else would be worse: It can happen that your ship is damaged in battles with the Waltharius ships and you have to repair it at some point. This is because the Waltharius war fleet roams around on patrol and will visit your position and therefore your ship again and again. So whether you build a shipyard, a hemp plantation and a rope factory is something you have to decide for yourself depending on the situation. As I said - it works! You can complete the entire mission with the starting ship alone.

Tip

Never let Ilir's ship anchor, especially in the early stages, but always keep it moving. Avoid naval battles at all costs, because

would only suffer great damage. So don't give your ship a break and flee if you do get involved in a fight at sea. As soon as you have set up a trade route to another island, the problem will solve itself anyway, as the ship will be constantly on the move from that point on. Also, load the scout that is initially on board ashore as a precaution in case your ship should get lost despite all precautions. You will need to use it later.

In total, you need the following equipment for a functioning settlement with 700 citizens:

- 🏠 26 town houses
- 🏠 3 main market houses (+ office)
- 🏠 inn, 1 chapel, 1 church, 1 school, 1 fire department
- 🏠 3 forest houses (later closed)
- 🏠 1 quarry and 2 stonemasons (later closed down)
- 🏠 2 hunting lodges and 1 beef production chain (2 cattle farms + 1 butcher shop)
- 🏠 1 tannery (later closed)
- 🏠 2 potato farms (only temporary; in the following picture they have already been demolished)
- 🏠 2 breweries and 4 hop farms
- 🏠 1 weaving mill and 3 sheep farms
- 🏠 1 salt mine and 1 saltworks
- 🏠 2 spice plantations (on island B)
- 🏠 3 tobacco plantations and 2 tobacco processors (on island
- Customized production)
- 🏠 1 medicinal herb plantation (for the second mission task)
- 🏠 possibly: 1 small shipyard, 1 hemp plantation, 1 rope factory

With this fund, your balance sheet will be consistently positive once you reach the 700-citizen limit, at the latest when there are no more expenses for purchasing goods to cloud your balance sheet and when the production of the stonemasons and the foresters' houses has been shut down.



The minimal solution for the first mission task: 26 residential buildings with just over 700 citizens.

During the construction phase, you use your (heavily armed) starting ship to stir up trouble for the warlike enemy Waltharius. Attack all the external production islands and set fire to the offices there. This will completely stop his supply of the goods he produces on the respective islands. The offices will not be rebuilt. The cannon towers on the islands are largely unoccupied and therefore pose no threat. Just watch out for Waltharius' warships crossing by, which you should continue to avoid. By destroying the offices, you will weaken Waltharius enormously and he will cause you significantly fewer problems - and you will also be preparing for the completion of the last mission objective (see below). In this phase, also conclude a trade agreement with Buccanon (computer player blue), even if you do not actually need this economic relationship.



As soon as you have advanced to the citizen level with your settlement and have cracked the 700 citizen mark, you will receive the next order.

You receive a dispatch from your friend Vincent. In his search for Katharina, he has made contact with a member of the Perouk Indian tribe. His people are suffering from a mysterious illness and he is begging for help. You set off on a ship to pick up Vincent and the native. With the help of the chief's son Arpa-Maruk, you sail to his homeland. After the ship's doctor has examined some of the people, he thinks that medicinal herbs could alleviate their suffering. You agree to a trade to help the Indians and assure Arpa-Maruk's father that you will deliver the herbs to his people in time.

2. Mission objective

👑 Exchange 20 tons of medicinal herbs with the Indian people.

To complete this second mission objective, you must first research the medic in the school and secondly build a medicinal herb plantation (with road connection),



in which you produce and store at least 20 tons of medicinal herbs. Then load the collected supplies and the scout onto the ship and sail east until you find the Indian tribe on the prairie island P1. Have the scout deliver his delivery of urgent medicine there so that the mission task is fulfilled and the mission can continue.



The inhabitants of this Indian settlement urgently need medical attention.

After handing over the medicinal herbs, Arpa-Hai asks you to come to the tribe's medicine tent. There, the shaman tells you the story of the neighboring island, where the tribe's dead have been brought and buried since time immemorial. A ruthless plantation owner received the island as a gift from Freeren and built houses on the sacred site. Since then, the spirits of the ancestors have not found peace. The medicine man is also convinced that the events on the island of the dead have something to do with the cases of illness here. Just mentioning Freeren makes you blush with anger. When the island of the dead comes into view, however, you quickly realize that your plan to drive out the intruder is not as easy as you previously thought...

3. Mission@goal

👑 Destroy the troublemaker and his city Morderbrunn on the Indians' Isle of the Dead!

The Indians' Island of the Dead is located in the southwest of the island world near P2 and is home to a pioneer settlement of Waltharius, which is surrounded by a city wall with countless cannon towers. Several fire brigades ensure that fires are quickly extinguished. Since no goods are produced on the island itself, food, leather, salt and fabrics have to be transported by ship from the surrounding supply islands.

Tip

To complete the mission, it is sufficient if the population of the Waltharius pioneer settlement on the Isle of the Dead drops to zero!

Destroy the marked offices on the 4 supply islands to starve and destroy the city on the Isle of the Dead (middle).



There are several alternatives to complete this mission task:

- 👑 The standard solution is to expand the town a little further, produce lamp oil and silk fabrics, conduct research as much as you like in school (and university) and finally set up a large fleet with a large army to reduce the Isle of the Dead to rubble and ashes. This is not particularly complicated, but it is time-consuming.
- 👑 A variation of this standard solution is to 'recruit' a single catapult instead of a fleet and an army. This would allow you to tear down the fortified settlement tower by tower along the coast of the Isle of the Dead under the protection of an armed ship. If the enemy counterattacks, the catapult should return to the ship as quickly as possible. Concentrate on the market places and the office, as if these centers are destroyed, all other surrounding buildings will also fall.
- 👑 The most convenient and easiest method is to starve the settlement on the Isle of the Dead. As already mentioned, this settlement is dependent on supplies from the surrounding islands. On these four islands, not only fabrics, leather and salt are produced and shipped, but also food! Destroy this supply structure by simply setting the offices on fire with your starting ship and causing them to collapse. This will completely stop the supply of the settlement on the Isle of the Dead! After a while,

Destroy the settlement on the Isle of the Dead by eliminating the offices of the surrounding supply islands...



...so that supplies come to a standstill and the population of the Isle of the Dead drops to zero.

food is scarce there and the fortified town is abandoned by the inhabitants - the population level drops to zero. In this case, you have won. If you destroyed the offices on the supply islands in the early stages (as recommended above), the Waltharius base on the Isle of the Dead should already be starving and deserted when you receive your third mission task. In this case, you have already completed the task as soon as you receive it.

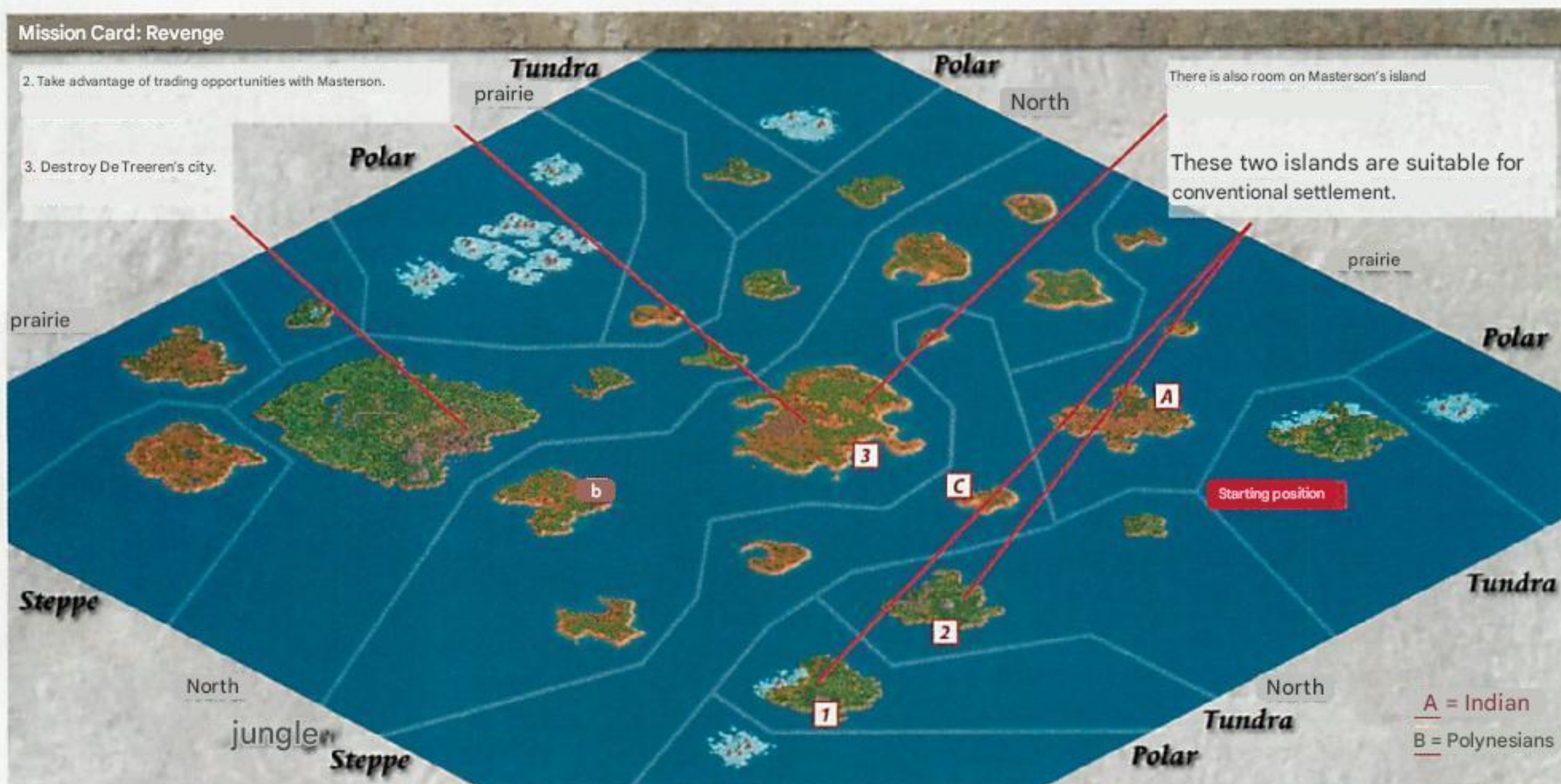
Mission 10 Revenge

You toss and turn restlessly in your ship's bunk, the back and forth. In your dream you see the disgusting de Freeren with Katharina in front of the altar a church. Above the Lord's table amulet is slowly turning. The marriage of the Priest is speaking the last words to the funeral unlikely couple. Katharina is sobbing, and you can clearly feel that she is trying to free herself with her body Wedding does not want. You yourself are standing at the entrance of the and soul. You wake up, bathed in sweat. strength to run to the altar. But the faster you run, the further you get away from Katharina

Shortly afterwards, you are on deck and instruct O'Reilly to change course. You cannot allow the Duke's niece to be married to this idiot. The approval and shouts of the men strengthen your self-confidence and you notice how you are clutching the amulet around your neck tightly. Now it counts. You will not fail!

Mission objectives

- 👑 Defeat the Freeren and destroy his city!



Mission conditions

👑 difficulty	★★★
👑 Starting capital	60,000
👑 Number of computer opponents	2
👑 Flying traders	Yes
👑 Fire	Yes
👑 Natural disasters	Yes
👑 Special features:	Large, unarmed
Trading ship with scout, 50 tons of food, 50 tons of wood and 100 tons of tools. No marble! Computer opponents: De Freeren (red, hostile) and Masterson (blue, peaceful; trade agreement).	

Mission solution

Notice

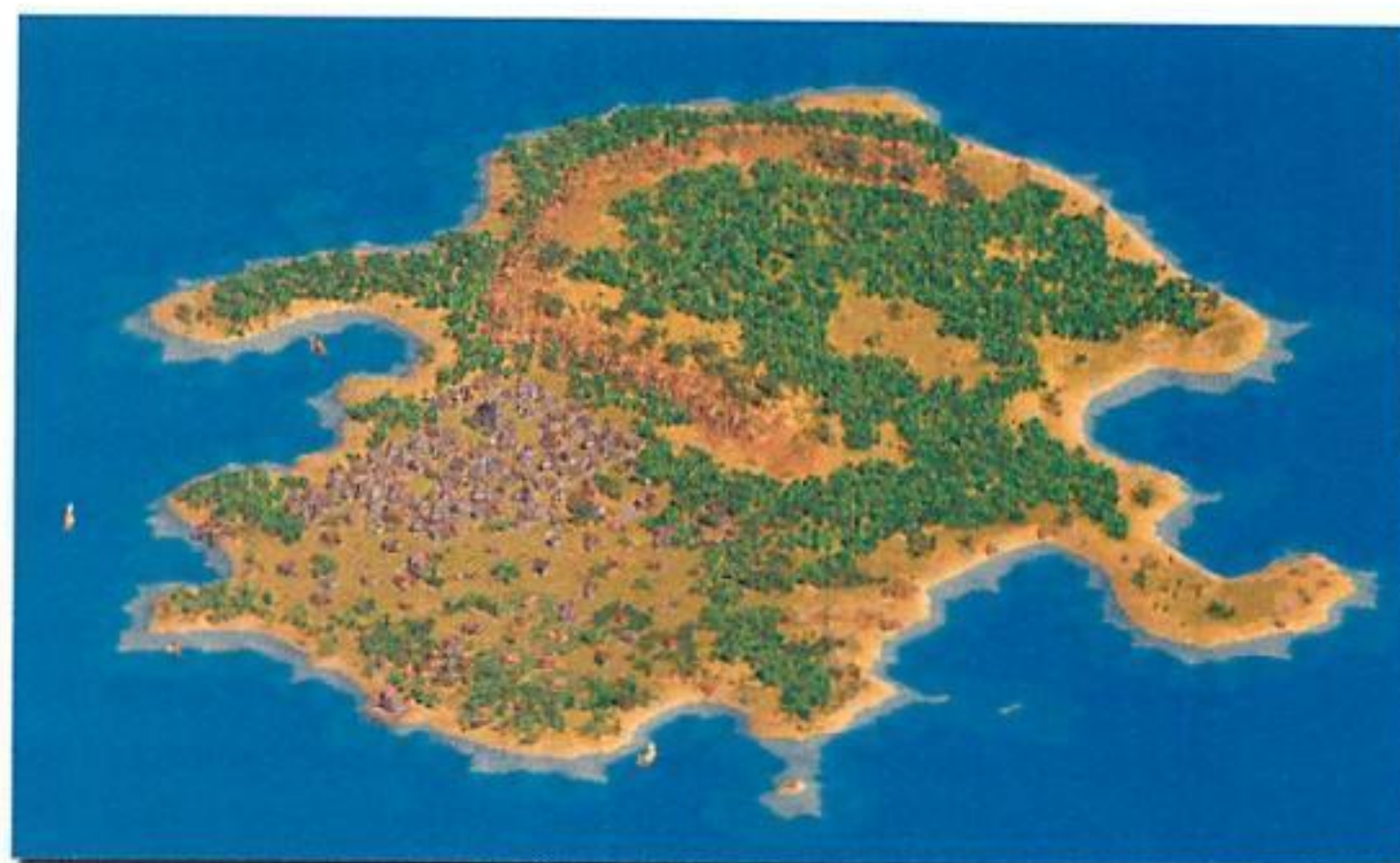
In the game version 1.01, which is the basis for this book, your main opponent de Freeren is not particularly active militarily or economically. This makes the mission objective relatively easy to achieve. In future ANNO 1503 versions, the behavior of this computer opponent may look very different and be significantly more aggressive. Please keep in mind that this may result in a slightly different outcome!

You begin the tenth mission with a large, but unfortunately unarmed merchant ship, a scout, 50 t

Food, 50 tons of wood, 100 tons of tools and 60,000 gold pieces. If you take a look at the mission map or explore the island world, you will immediately see that the best islands are already taken. You can search as long as you want, but at some point you will have to decide where you want to set up your base.

There are various alternative locations available to you:

- 1 In the east there are two medium-sized islands, one with a northern climate (P1) and the other with a tundra climate (P2). Both possibilities offer an iron ore deposit. Because of the mountains in the middle, there is unfortunately not much room on the North Island for a large, compact settlement. However, you could outsource some of the production to the neighboring Tundra Island. Conversely, you could also build your city there and in return use the North Island as a supply island (especially for alcohol).



Masterson's Island offers a large, compact building area on the plateau above the city where you can build your settlement.

Notice

3. Since de Freeren is a bit lacking in motivation in version 1.01, you could also try to settle directly on his island.

Cheekiness wins, there is enough space there and you will find - in keeping with the northern climate there - the best growing conditions for hops. Iron ore and salt deposits also await in the island's mountain ranges.

In the mission solution, the second

Alternative chosen and described. If you want to play close to the text, settle in peaceful proximity to Masterson on his jungle island. The rough strategy is as follows: In principle, you can successfully complete the mission with a small settler town and a corresponding force of small warships, fire archers and catapults. However, it is somewhat easier if you build a town with around 40 townhouses. At the town level, you simply have more military research areas open to you, and your financial opportunities are also better with more inhabitants and greater sales. Since there are no marble deposits in the island world of this mission, the bathhouse is not an option. This means that you are denied the merchant level from the start.



So build your first office on the jungle island at P3 and start building the settlement. First, proceed as in the endless game tutorial. In the pioneer phase, expand to the north with three main market houses and build your settlement on the plateau. Pay attention to the placement of the hunting lodge, which should not be in an area with too many predators (otherwise the game population will be wiped out). The real problem with settlement development, however, is the need for inns, as you cannot build efficient alcohol production on your jungle island with fewer than 200 citizens.

The islands P1 and P2 can be used in combination for settlement and supply.

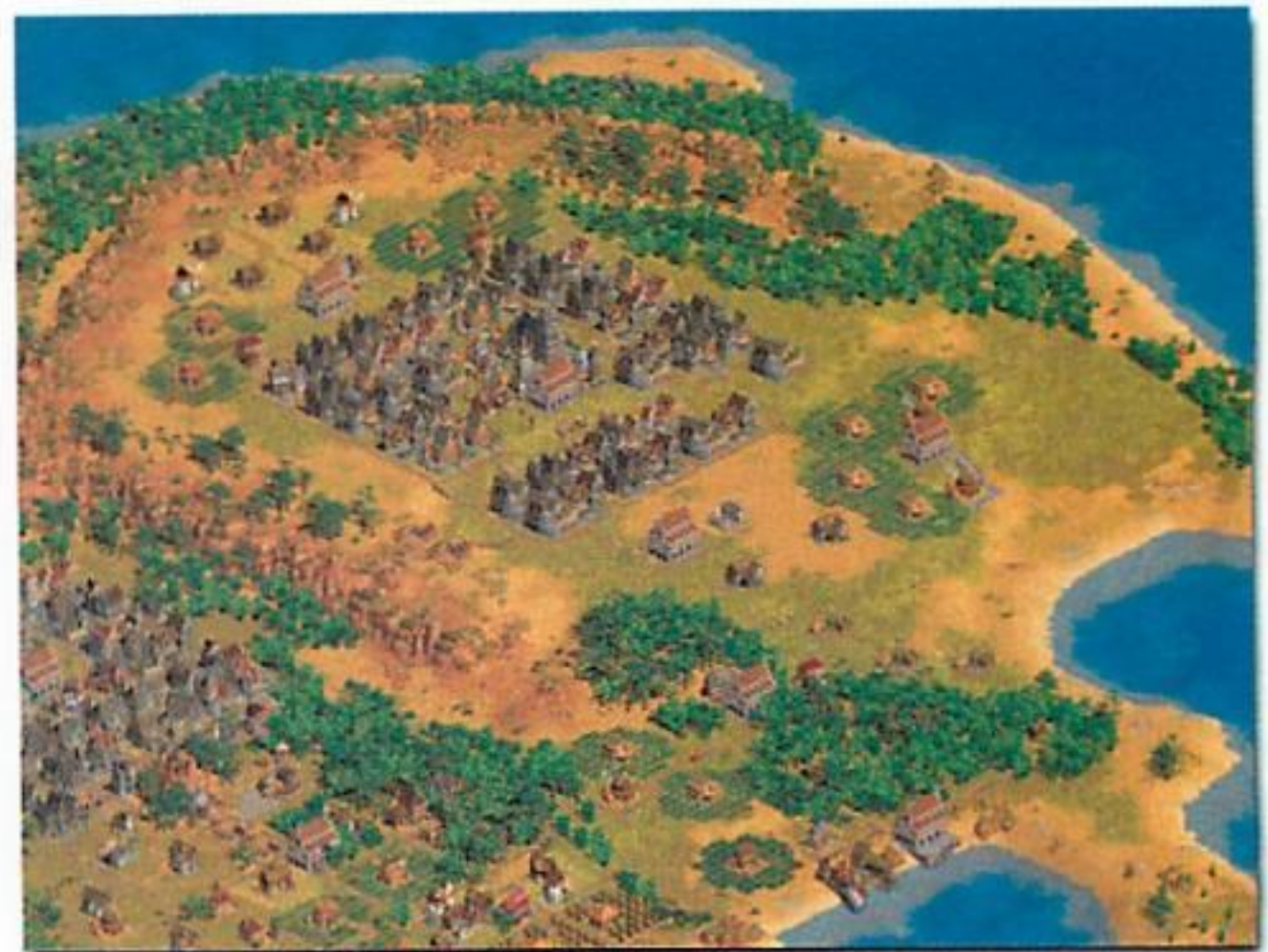
- 2 If you are not afraid of contact, you could also join Masterson on the jungle island. The plateau above his town offers a wide, connected building area for a new settlement. On this island, from level 1, you can grow sugar cane and use it to produce alcohol, as well as cotton for fabrics and silk and indigo for silk fabrics. The rocky slopes of the plateau offer places for brick mines and iron ore mines. By the way, there is already a trade agreement with Masterson at the start of the game, so you don't have to conclude it first.

Bridge this bottleneck by making appropriate purchases from your neighbor Masterson. He initially offers a range of alcohol, food, salt, leather and a few other goods. It is best to buy up his entire alcohol range right at the start, as well as some leather, and later also salt and spices, so that you can quickly move to the citizen level without having to set up a spice production facility yourself. You can also use the scout to make purchases, which you send overland to one of Masterson's main market houses. With the alcohol supply you have bought plus the production of two potato farms, you have to get through the settler level and the first part of the citizen phase. It will be tight, but it is possible. If you don't succeed, you have to set up a supply colony with hop cultivation on one of the northern islands (e.g. P1) when you have 360 settlers and transport the harvest or the finished alcohol home. Once you have a population of 200 citizens, you can grow sugar cane on the jungle island and process it into alcohol in rum distilleries, which will put an end to this kind of supply shortage. However, check in with Masterson from time to time if you experience bottlenecks in your production. You can order tools from the Venetians or buy them later from Masterson. It is not necessary to produce your own iron and tools.

In total, you need the following equipment for a functioning settlement on the jungle island:

- 👑 about 43 town houses
- 👑 5 main market houses (+ office)
- 👑 1 pub, 1 chapel, 1 church, 1 school, 1 fire department
- 👑 4 forest houses (later closed)
- 👑 1 quarry and 2 stonemasons (later closed down)
- 👑 1 hunting lodge, 1 production chain for beef (2 cattle farms + 1 butcher shop), 1 production chain for bread (4 grain farms, 2 mills, 1 bakery)
- 👑 1 tannery
- 👑 2 potato farms (only temporary; in the following picture they have already been demolished)
- 👑 3 rum distilleries and 6 sugar cane plantations
- 👑 1 weaving mill + 3 sheep farms, 2 weaving mills + 4 cotton plantations
- 👑 4 spice plantations (on island C)
- 👑 6 tobacco plantations and 3 tobacco processors (on island A)
- 👑 1 small shipyard, 1 hemp plantation, 1 rope factory

With this sample catalog, your balance will settle at around 500 gold pieces in the positive range. When the maximum storage capacity for wood and bricks is reached, stop the production of the stonemasons and the foresters' houses. Then make sure that your account recovers to a fairly high level of 50,000 or more gold pieces in the next few minutes.



The finished settlement on Masterson Island.

Finally, you tackle the actual mission objective: the destruction of all of the offices and marketplaces of de Freeren. To do this, first research all the relevant military technologies available to you in the school and university (which you add to your settlement for a short time for this purpose and then demolish again after completing the research). In this phase, build a war fleet of four to six medium or large warships. Then take a small contingent of units on board (a catapult, archers, medics, operators and other troops) and set off towards the west.



To complete the mission objective, it is not absolutely necessary that you destroy the production on the tobacco and spice islands of de Freeren or set fire to the trading posts there. However, if you encounter strong resistance, you should cut these islands off from the supply route. This will seriously damage the upstart's economic power. To do this, use your fleet to destroy the trading posts and the merchant ships waiting in front of them. Also send your archers ashore to burn down the market places.

De Freeren's armada is waiting for you to attack outside his city. Try to attack his ships one at a time. They will then try to retreat from the battle to the shipyard for repairs - so you should destroy the shipyard before the actual sea battle begins. Take on one ship after the other until finally every keel of De Freeren is on the ground. Then destroy his offices. Then take care of the cannon towers in the harbor. If they are putting too much pressure on your fleet, unload your catapult in a safe place a little way away and systematically destroy all the towers along the coast.

In version 1.01, despite the many military units on the island, there is no real coordinated resistance to your invasion. Unless you walk right into the enemy units' guns, they will simply ignore your troops.

Finally, in another invasion push, send your archers into the city and burn down the markets with flaming arrows. This will also cause the enemy fortress to fall relatively quickly. Withdraw your units to the ships if you encounter resistance. Use the archers in your attacks to get rid of the crews operating the enemy guns.

Control the riflemen so that they skilfully dodge the enemy missiles. Then, if necessary, you can take over de Freeren's batteries with your own crews, especially the mortars. Then use these and the catapults against the towers of the city wall. Try to attack the well-guarded markets from safe positions. And don't forget to have your disabled units healed by the medic.

As soon as all markets and offices on de Freeren's main island are destroyed, you have triumphed and won the mission.

Mission 11 Quentin's Niff

As you stand in front of the remains of de Freeren's palace and your men secure the area, you receive a report from a scout that de Freeren has fled with an escort. Katharina is said to have been with him, chained up. With a few loud orders, you round up your men and run quickly into the harbor, where the Northern Hope is ready to depart. You order other ships to come along to escort you. While your ship quickly picks up speed, you inform the crew about

the next steps. De Freeren's galleon must not reach the nearest island. You instruct your men to be extremely cautious and to aim at the rigging when you are within range. The Duke's niece is on board de Freeren's ship, nothing must happen to her...

Mission objectives

👑 Stop de Freeren's flagship from escaping and save Katharina!

Mission Map: Quentin's Reef

Strategy 1

Your fleet:
4 small warships

1 Large Warship

■ opposing
marshals

1. De Freeren's
starting point and the
route to the island.

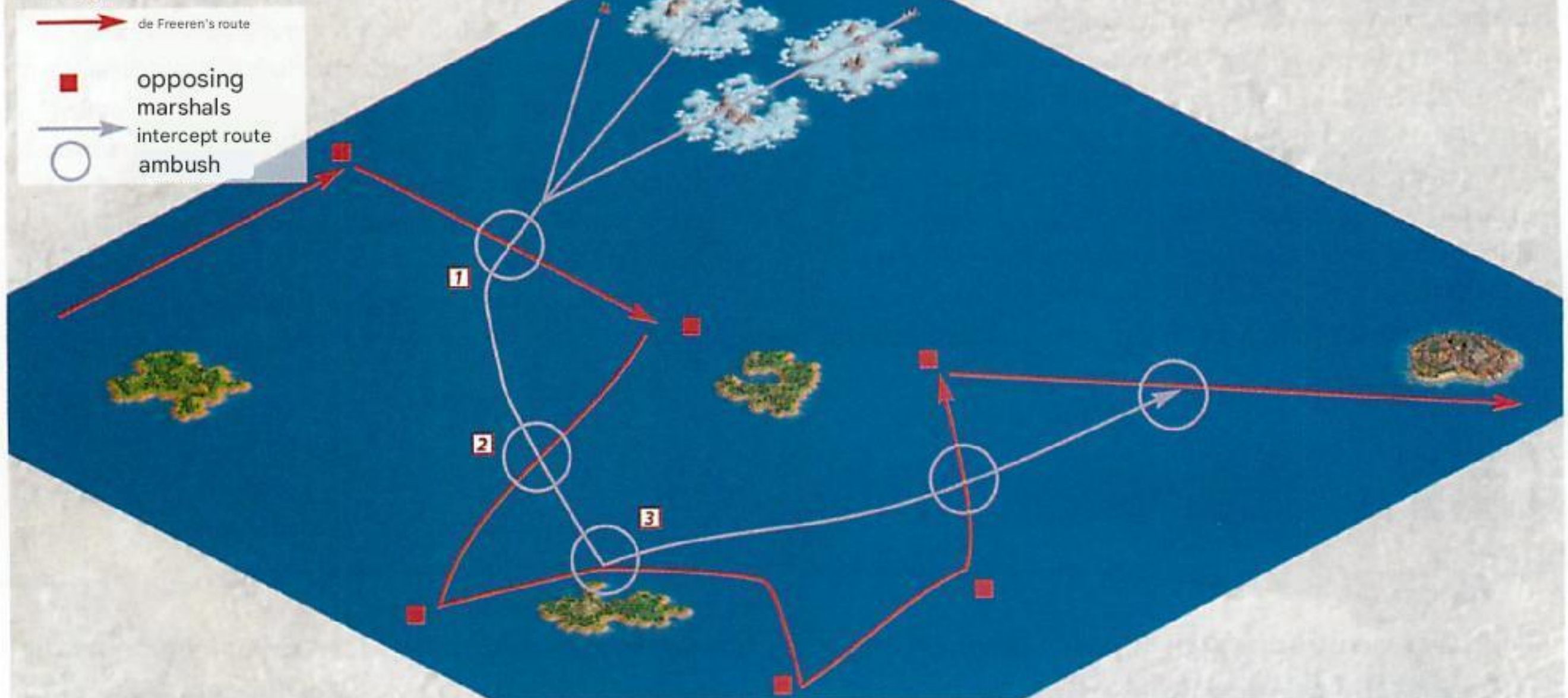
3 medium warships

Use the speed advantage of the small warships to repeatedly overtake and attack the Freeren.

2. Prevent de Freeren from
leaving the map to the east.

Mission Map: Quentin's Reef

Strategy 2



Mission conditions

🏰 difficulty	★★★
🏰 Starting capital	100,000
🏰 Number of computer opponents	1 (de Freeren's ship)
🏰 pirates (aggressiveness)	no
🏰 Pirate's Nest	no
🏰 Special features	1 Large warship, 3 medium warships, 4 Small Warships

1 Your interceptor fleet consists of one large, three medium and four small warships. You will use them to pursue de Freeren's flagship from the north. It will sail the map in the west and will try to take the marked path from one route point to the next (see mission map). These fixed points are guarded by enemy warships, which you should definitely avoid and sail around as far as possible. Your task is now to intercept your arch-rival's ship (several times if necessary) and damage it so badly in battle that it finally surrenders. If, however, de Freeren manages to leave the map in the east, you have lost the mission.

Mission solution

Notice

This mission is again a purely military task without any construction work. If de Freeren manages to leave the map with his ship, the mission is lost.

The following solution strategy is again based on Anno version 1.01. Bear in mind that in this version there is no collision detection for ships and therefore no way to effectively cut off de Freeren's flagship. He can simply 'drive through' your fleet. In addition, de Freeren's ship, although it is well equipped with 50 cannons, will not fire a single shot while fleeing. In later versions of Anno 1503 these conditions may change, so that a different outcome may then arise.



If de Freeren succeeds in passing this island, the mission will have failed.

There are two different ways to

To complete the mission victoriously:

- 1** The first strategy is to exploit the speed advantage of the small warships over the fleeing flagship. Small warships are a little faster than medium and large warships. In addition, ships that constantly receive a movement order also pick up speed. Therefore, in this first strategy variant, only use

your small warships and sail them south to cut off de Freeren shortly after the first route point. Let him get there and take his ship under cannon fire until it is level with your ships.



The small fleet cuts off the Freeren's path.

Then take your fleet on a parallel course to de Freeren. Since your small sprinters are faster, you will soon have a lead again and can stop briefly again to put your opponent under pressure. Repeat the maneuver as often as possible, but stay away from the enemy warships at the waypoints. Avoid these enemy guards in good time and then lead your small warships back to the route of the fugitive, whom you then attack according to the pattern shown above. After a short time, the damage (also visually) to de Freeren's ship becomes noticeable and it slows down. This practically decides the matter and he now has no chance of escaping. Just before the ship would actually sink, the villain surrenders and the mission is won.



The flagship is quickly overtaken in order to regain a good firing position.

2 The alternative strategy is to intercept de Freeren with the entire fleet. Since your medium and large warships are not faster than the hostage-taker's ship, you can only catch him by cutting off his path, and do this several times. Intercept de Freeren for the first time between the first and second route point (see mission map). Block him there with all your ships.

fen the way. He will not care about the gunfire of your ships and will try to follow his predetermined route. Don't make the mistake of pursuing de Freeren directly, because that would only put you in front of the enemy ships' guns at the waypoints. Instead, drive your ships straight to the next interception point and set up the next trap. After the third ambush at the small island, the fleeing ship will already be so slow that even your large ships can keep up. Then you can finally force de Freeren to surrender.

You hold the gleaming steel to your opponent's throat and ask what game is being played here. The sweating man spits contemptuously. Then he begins to tell his story. Von Breitenstein never disappeared. He quietly withdrew and waited. He put De Freeren forward and had him proclaimed ruler. He was supposed to lure you back by attacking Nova Fora. You were a tool of the Duke. Von Breitenstein used you, even when you first stood before him, when he saw the amulet on your swollen chest. The Duke's brother had stolen it from him a long time ago and hidden it in every corner of the world in the hope that von Breitenstein would not use his power for his base purposes again. This jewel is a gift from God. Whoever wears it will gain a loyal following, fame, honor and victory. Whole kingdoms can be subjugated with it. That is what your fatherly friend is after. While de Freeren is speaking, Katharina steps next to you and gently squeezes your hand. She agrees with de Freeren. When she was a small child, her father gave her a part of the amulet, saying that it would protect her until someone came along to take on this task. Katharina was to guard the jewel like the apple of her eye and not show it to anyone, not even her uncle, whose ward she became. The moment you saved her, she knew that she should give the jewel to you. In silence, you walk to the railing and look out to sea. Von Breitenstein, then. Now it's your turn...



As can be clearly seen from the rigging, the flagship is already badly damaged during the next ambush and can no longer sail away from the fleet. De Freeren's end is near.

Mission 12 justice

Determined, you search the island world to find a suitable island that will suit you as a starting point for your last and greatest mission. Katharina, Vincent, O'Reilly, Madrugada, Pelé and all your friends have gathered to support you in the final battle. Joyful anticipation rises in you than you imagine, from latitude

stein, the man who used you. The day of decision is near. Now the reckoning will be settled once and for all!

Mission objectives

- 🏰 Fight your way through Breitenstein's superior forces and destroy his castle!

Mission Card: Justice

1a. Settle on the two medium-sized Tundra and North Islands.

1b....or choose the big jungle island.



E = Iron Ore Salt M = Marble

Mission conditions

🏰 difficulty	★★★★
🏰 Starting capital	30,000
🏰 Number of computer opponents	2
🏰 pirates (aggressiveness)	Yes
🏰 Pirate's Nest	Yes
🏰 Flying traders	Yes
🏰 Fire	no (therefore no fire brigade necessary)
🏰 Natural disasters	Yes
🏰 Special features	1 Large Armed

Warship with scout, 11 pikemen, 50 tons of food, 50 tons of wood and 100 tons of tools.

Mission solution

Aboard a heavily armed galleon, you and the expeditionary force reach the target area. Your starting equipment includes a scout, 11 pikemen, 50 tons of food, 50 tons of wood, 100 tons of tools and 30,000 gold pieces. Because the ship is so heavily loaded, it moves more slowly than normal and in this condition has poor chances in naval battles and pursuits - so avoid such actions at the beginning if possible!

Take a look around the map world and look for a settlement site. This time you can choose between the following main islands:

- 1 A combination of the medium-sized North Island A and the Tundra Island (Island B) to the west. The North Island has deposits of iron ore, salt and marble, and the Tundra Island has a sufficiently large building area to accommodate a city of 40 or more houses. Commodities such as food, alcohol, fabrics

However, with this form of settlement, you will have to produce most of the goods on other islands and then transport them home. However, the surrounding islands offer all the resources you need to optimally supply a city, even at the merchant level.

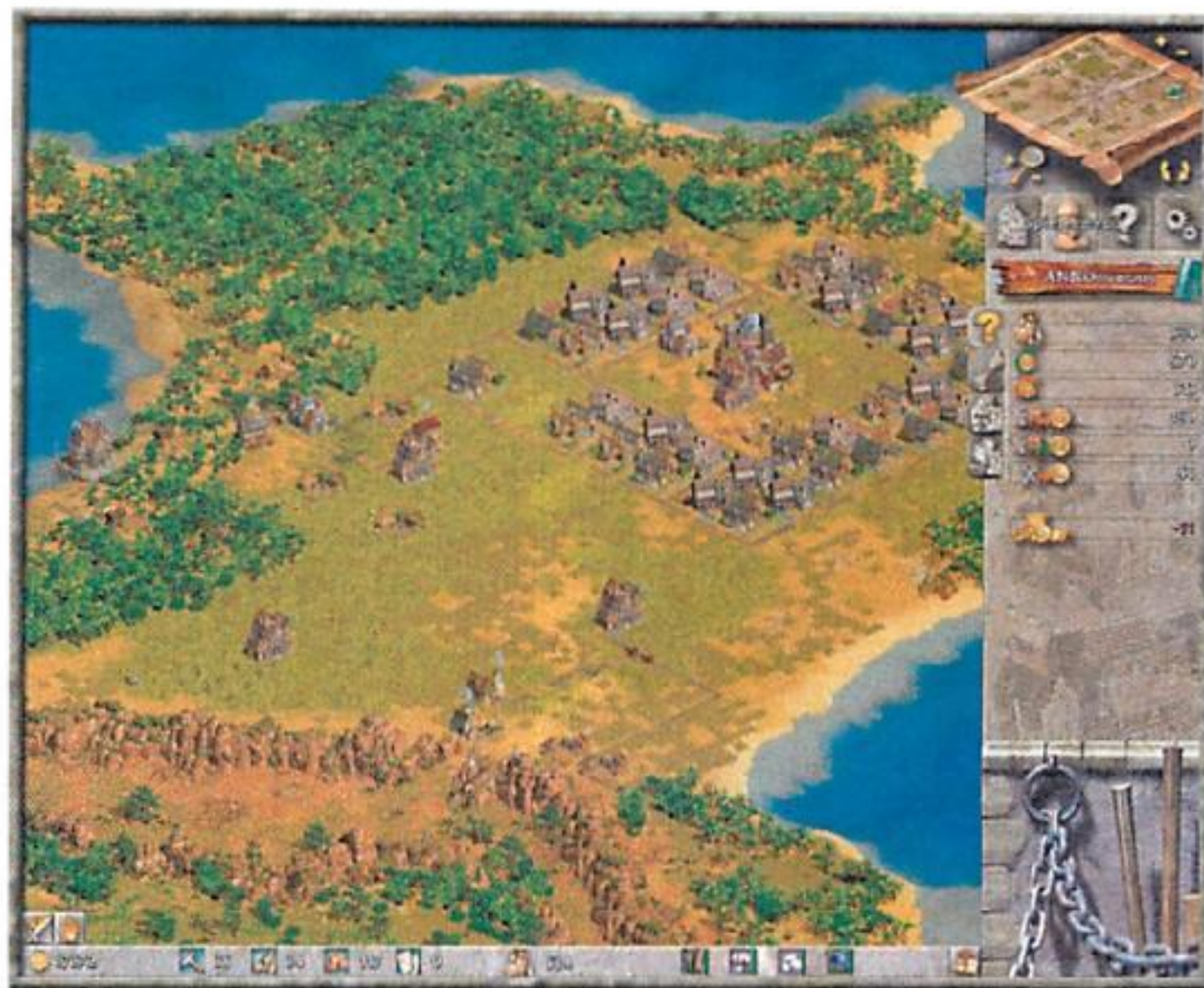
- 2 The large jungle island C in the east of the map is also a possible location. There you have a much larger building area for your city than on the tundra island and the surrounding islands offer marble, spices and tobacco. Together with the natural resources of the jungle island (iron ore and gold on the slopes of the mountains), this settlement alternative also has everything you need to satisfy a city of merchants. The only downside: there are neither salt mines nor whale grounds in the immediate vicinity.

The decisive factor is the building area. Because it looks much better on the jungle island C, this variant of settlement will be continued below. So place an office in the western bay and build a settlement as usual. First unload the goods in the office and then station your soldiers in such a way that on the one hand they are not easy prey for enemy warships (i.e. not directly on the coast), but on the other hand that they can react quickly to an enemy invasion on your island.

In the meantime, send your ship around the island world for reconnaissance purposes. Save the game regularly and avoid enemy contact. A damaged galleon is too slow to survive for long and it will take some time before you have enough resources to carry out ship repairs!

When it comes to settlement development, the biggest problem – typical for jungle islands – is the supply of alcohol, as efficient alcohol production with sugar cane plantations and rum distilleries is only available as a building option once you have 200 citizens or more.

You can bridge the development time until then by buying alcohol from the pirate office (see mission map). So, keep heading to the pirate office with your ship and stock up on food, alcohol and tools. As is usual with pirates, the goods are offered at dumping prices. In the initial phase, you can make good use of everything you get, and the range of food and alcohol will also be constantly renewed. This does not apply to the tools, however. In any case, you can also do without producing food on cattle farms and alcohol on potato farms in the settler phase, while you absolutely have to start producing your own tools. And watch out for the cannon towers when shopping near the pirate office! If you act quickly enough and keep to the right position, nothing will happen to your ship.



Bridge the settler phase on the jungle island with purchases of food and alcohol at the Pirate Office, so you do not have to build these productions yourself.

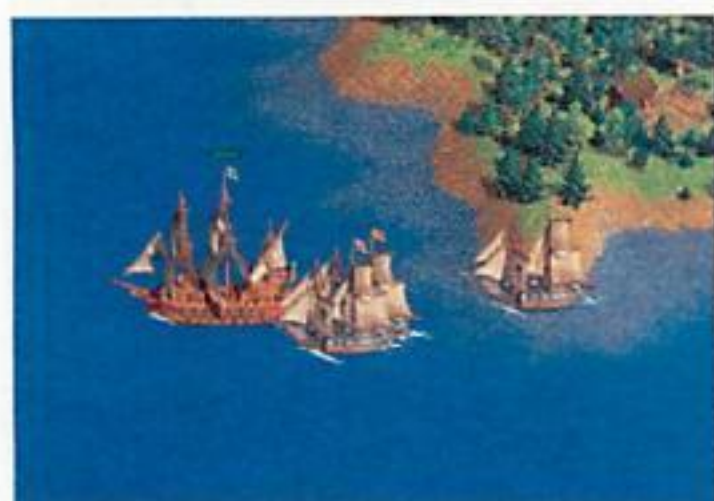
Speaking of trade: In the south you come across the computer player Durden (yellow), who is neutral and offers a wide range of goods. Luckily he doesn't react allergically to the armed galleon in front of his office and doesn't immediately declare war on you, but rather accepts your offer of a trade agreement, although perhaps only after a short hesitation. The purchase prices at Durden are not necessarily cheap, but are still somewhat below the selling prices at your own market stalls. If you want to develop your city to the citizen level as quickly as possible, you will find the missing goods here.

In the long term, however, purchases from Durden can only supplement your own supply.

Expanding your empire to additional islands, particularly for tobacco and spice production, is a little more difficult than in other missions. Firstly, some of the exotic islands are either too small or extremely dry or hilly, so it is not easy to achieve an optimized production structure. Secondly, the islands that are free for spices and tobacco at the start of the game are also very popular with the two computer opponents and are settled by them early on, so there is not enough space for you on these islands. The steppe island D in particular is quickly settled because there is also a marble and a jewel deposit there. So settle this island as early as possible to secure the space and the deposits there. You can produce tobacco on island T. If necessary, you can also switch to islands E and F for spice production. Island A with the marble and salt deposits is also not a bad idea at higher levels of civilization. If you are unable to set up reasonable supply capacities for all of the goods you need, you will have to purchase the missing quantities of goods from Durden.

In addition to these development problems, you will have to contend with other problems in this mission, namely:

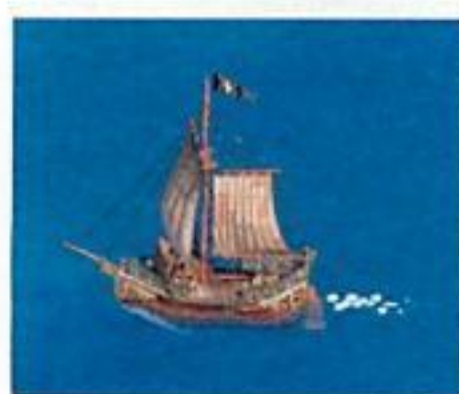
👑 At sea, you must always expect one of Breitenstein's patrols, consisting of several warships, to show up and sink unattended ships.



👑 It also becomes dangerous if a Breitenstein fleet consisting of several small warships appears and hunts your galleon. These ships are faster than the galleon and could easily catch up with it and sink it. Fortunately, if you try to escape, they turn away relatively quickly. Only

with a lot of luck and patience will you be able to shake off such pursuers unscathed at the beginning of the mission. Be sure to postpone a naval battle until later in the game, when you have three or four galleons and can really put pressure on the enemy effectively.

👑 There will be isolated attempts by Breitenstein's troops to land on your city island. The attacks will then be directed primarily against your office or main market buildings, but can usually be repelled with the help of the pikemen. In the meantime, the fire brigade will put out the fires that have started.



👑 As the game progresses, more and more pirates will appear, threatening your supply routes. Therefore, later on, make more use of large trading ships that are fast enough to outsail the pirates.

👑 At the civilization level, merchants, the plague is a permanent guest in your city despite having a medic and a good supply of medicinal herbs.

Therefore, save very often, because you never know whether your situation, no matter how sunny it may be at the moment, will still be the same in a few minutes.

Despite all these hassles and handicaps, you should continue to develop your settlement up to the merchant level. You need a perfectly healthy balance sheet in the profit range of 500 gold pieces or more to be able to finance the fight against von Breitenstein. In a city with 1,600 to 2,000 merchants, such a pleasing total should not be a problem if you ensure that your residents are optimally supplied with all the goods they need.



During the development phase, research all technologies at school and university.

Also build a library for a short time to research the mortar upgrade. But then remove the library again to save the high maintenance costs.

The strategy against von Breitenstein

Von Breitenstein is a tough opponent. He has a fortune of an estimated 10,000,000 gold pieces. It is therefore almost impossible or extremely time-consuming to defeat von Breitenstein simply by damaging his economy. He has enough gold to keep rebuilding everything and to continue to recruit units. On the other hand, his supplies of building materials for buildings and ships are limited and the production of these goods requires a certain amount of lead time.

Nevertheless, make the first military strike against von Breitenstein's supply islands. To do this, build a fleet of at least four armed galleons and take a few archers and a medic on board.



First, use this fleet to destroy the enemy merchant ships, offices and soldiers on the supply colonies near the shore.

Then send the archers ashore to fire on the main market houses and burn them down. Avoid getting within range of the cannon towers, however, as not all of them are unmanned. Even if you don't do much damage to Breitenstein with this first action, you will still reduce his sphere of influence.

Then prepare for the second phase of the naval war. To do this, increase the number of (armed) galleons in your fleet to at least six and also reinforce your armada with a supply ship loaded with enough building materials for an office and a small shipyard as well as repair materials for ships (ropes, wood, fabrics). Send the reinforcements to the area of operations, build a small outpost with a small shipyard (and possibly a small fortress) on one of the neighboring islands and repair your fleet before you take care of von Breitenstein's shipyard and office. Also make sure you have enough supplies of repair materials.

At the same time, prepare to recruit a well-mixed invasion army.

For example, it could look like this:

- 👑 6 units of cavalry,
- 👑 6 units of lancers,
- 👑 6 units of musketeers,
- 👑 12 mortars,
- 👑 6 replacement operating crews and
- 👑 2 paramedics.

Von Breitenstein's harbor is well guarded. Try to

Sink ships one at a time and destroy the shipyard as usual. You may need to try several times, as your opponent builds new ships relatively quickly and his damaged fleet parts are repaired in the shipyard faster than you can destroy them. Withdraw from time to time and repair your ships before attacking again.

As soon as the shipyard, office and fleet are destroyed, you have effectively trapped von Breitenstein on his island. From the harbor, you can continue to advance against the fortress and the castle with your army. Carefully land the first units and use the mortars to eliminate any buildings and towers that are interfering so that you have as wide a field of vision as possible. Watch out for counterattacks! Von Breitenstein has a cannon forge and a large number of mortar units, which he uses to attack your troops and ships under the protection of the city. Just two or three gun hits are enough to seriously decimate your invasion troops. Use your fast cavalry to advance against the mortars and withdraw your troops back to the ships if there is danger. Finally, advance and eliminate the fortress, the cannon forge and any enemy troops in the area.

Then the way is clear for the storming of the castle. Send your mortars forward to destroy the buildings and keep the other troops in reserve to protect against enemy units. As soon as the castle is destroyed piece by piece, you have won and can enjoy the credits with a happy ending.



Von Breitenstein's end is near.

You have won the victory. Defeated in a duel, Duke von Breitenstein is led away. You were able to stop his machinations and swear that you will use the power and wealth that has been placed in your hands wisely and for the good of all peoples. Your destiny has been fulfilled. The world is waiting for you. And then there is Katharina...
...and the mysterious amulet.



1. Capture the port, destroy the fleet, destroy the shipyard and office. 2. Eliminate the fortress and cannon forge. 3. Destruction of the castle.

The three-stage plan to destroy the castle.

Mission 13 Bonus Au Malus

You are amazed by the hidden map on the amulet.

The thirst for adventure wells up in you once again and you decide to take a ship and solve the mystery...

Mission objectives

- Find the mysterious treasure hidden on one of the islands!

Mission Card: Bonus aut Malus



Mission conditions

difficulty	★★★
Starting capital	10,000
Number of computer opponents	no
pirates (aggressiveness)	Yes
Pirate's Nest	5 (trading possible)
Flying traders	no
Fire	Yes
Natural disasters	Yes
Special features	Big armed one
Warship with 2 scouts, 1 medic, 2 pikemen, 2 crossbowmen, 1 musketeer and 4 musketeers.	

Mission solution

Notice

If you go back to the campaign selection menu after successfully completing the campaign, you will notice that a thirteenth additional mission entitled 'Bonus Aut Malus' is now unlocked.

For better or worse - the thirst for adventure takes hold of you once again. With some friends on board the Northern Hope you set out to search for the treasure,



The northern hope with its treasure hunting team.

whose location you can locate on the amulet map. Because it is purely a search mission, you do not need any building materials. Your travel budget is not particularly well filled with 10,000 gold pieces, so you have to hurry.

When you arrive in the map world, you will quickly notice that the many small islands are teeming with pirates who have their hideouts everywhere. In this mission there are a total of five pirate nests (see map) and a good dozen pirate ships that constantly patrol between the islands. Try to avoid a fight so that your ship is not immediately damaged.



From a bird's eye view, you can spot the pirates in time and avoid them.

The treasure hunt itself is not difficult. Compare the amulet card with the map of the island world. If you look closely, you will notice that there is only one island that



Your scout has finally found the mysterious treasure.

matches the shape of the treasure map. As soon as you have found that out, set sail and have the scout search the island where you think the treasure is. If you guessed correctly, you will find it and the mission is won. If it was the wrong one,

or if you have no idea which one it could be, you will have to search all the islands with the two scouts. This takes a little longer, but also leads to success.

Notice

Digression for players who like to settle under extreme conditions:



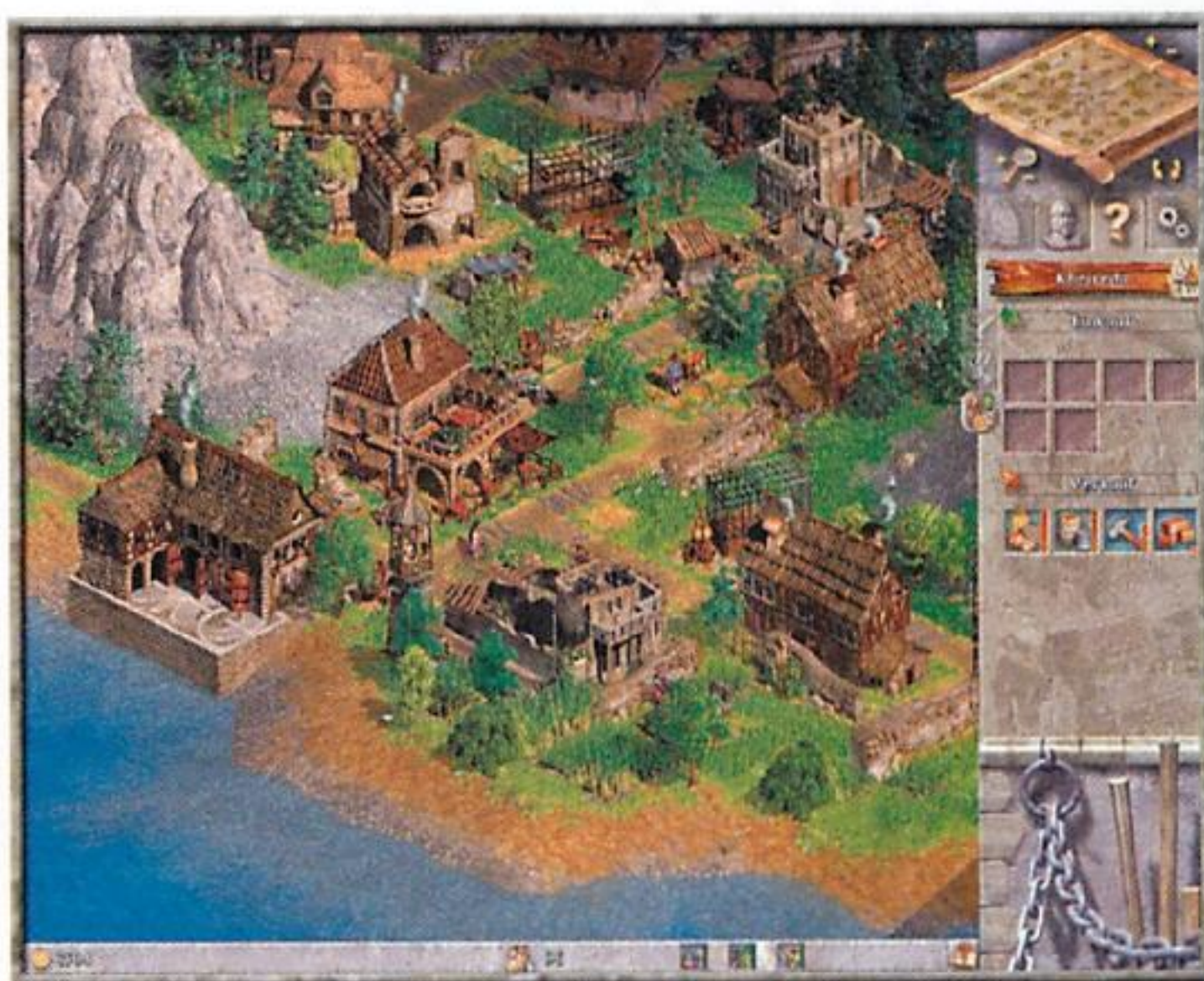
Even in this island world you can of course find a city. The mission is not designed for this, and without settling you will reach your goal much faster, but in principle it is possible -



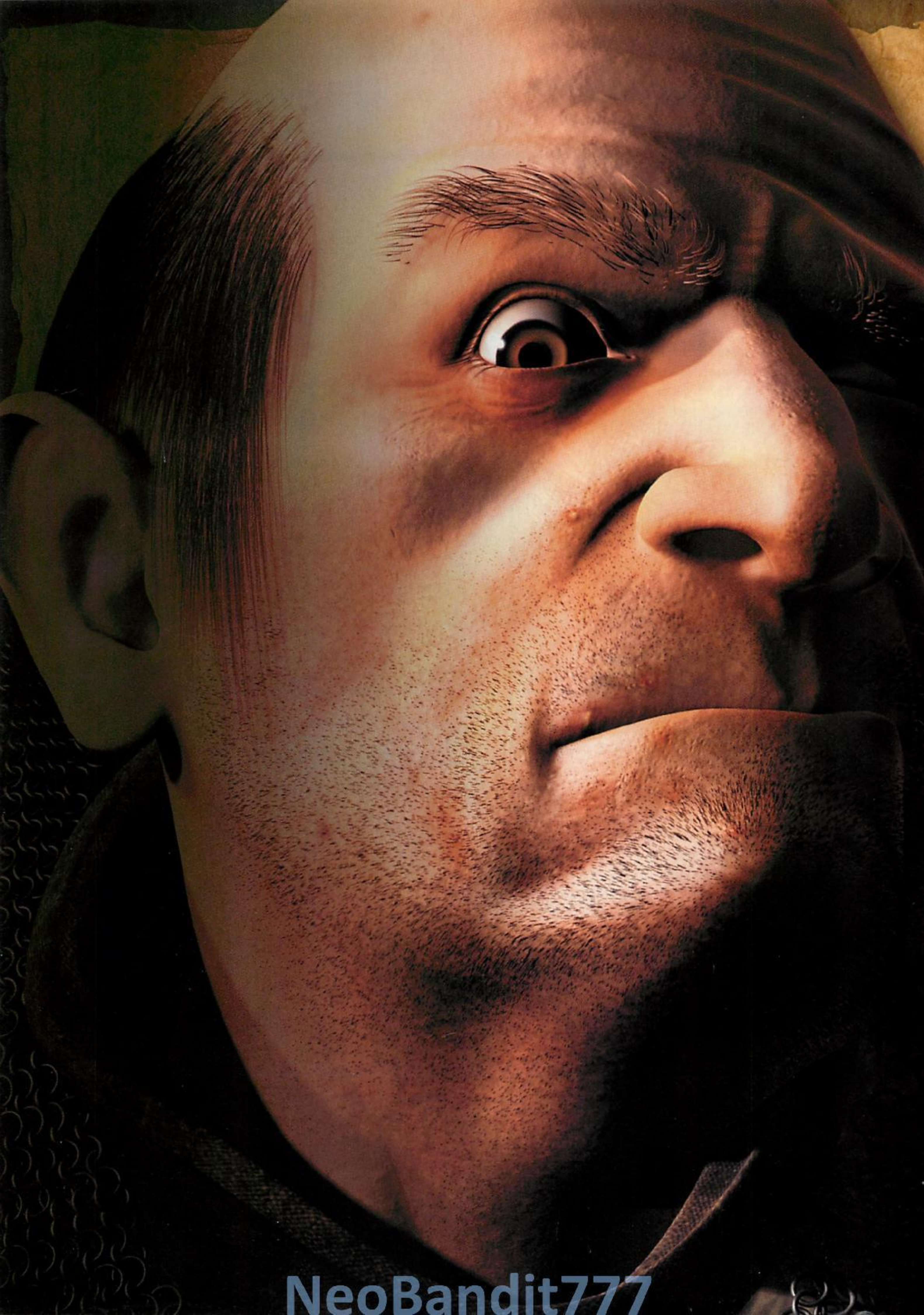
even if you have no building materials. The pirates will sell you food, alcohol, bricks and tools or wood at dumping prices, depending on what is available. If you approach their office at the slowest speed (F8 key), you can usually avoid your ship being damaged in the trade. The pirates have, among other things, at least



100 tons of tools are available, and then there are ore deposits on the surrounding islands. So at least from this point of view nothing stands in your way. The main difficulty is simply the lack of space - on the tiny islands it is anything but easy to build a settlement and a real challenge for advanced players.



The pirates sell food, alcohol and building materials. Only trade if you want to settle in this area. If you solve the mission directly, ignore the trading post.



NeoBandit777

The individual scenarios

After successfully completing the campaign, you have a special treat: ten additional individual scenarios to choose from, in which you can once again show how good you really are at ANNO 1503. You can select one of these scenarios via the menu items Single Player and New Game. Scroll down the list of games until the category Scenario appears. There you can select the ten individual task worlds directly. You don't have to follow any order. You are not subject to any campaign structure here and you are completely free to choose which world you play and when.

CHAPTER 4

The individual scenarios and their requirements are deliberately varied so that there is something for every strategist's heart: One time you are supposed to build a town with 3,000 inhabitants, another time you are supposed to wipe the ruthless pirate Richard off the map or hoard large amounts of jewelry, gold and ore. The current mission objective can only be read to a limited extent in the task text via the "Task" button in the main menu.

During the game you can see the specific task description of an individual scenario by opening the help and selecting the "Mission Objectives" tab. All missions end immediately when the set objectives have been achieved. So if you want to play a scenario to the highest level of development, you will have to delay victory a little. On the following pages you will find solutions to all individual scenarios, with detailed maps and the optimal construction sequences.

Just like the campaign, the scenarios place high demands on the player. Zant

Scenario 1 Spoiled for choice

Your opponents have insulted you deeply. None of them trust you to build a city with 3,000 citizens. Ridiculous! Show this second-class nobility what a great ruler you are. And if you don't manage to get the 3,000 inhabitants, you can always wipe out the other people's cities...

Mission@goals

- Build a city with 3,000 inhabitants who have citizen status or destroy all players in the island world!

Mission Card: Spoilt for Choice



Mission conditions

Starting capital	25,000
Number of computer opponents	3
pirates (aggressiveness)	yes (normally aggressive)
Pirate's Nest	Yes
Flying traders, yes	
Fire	no (therefore no fire brigade necessary)
Natural disasters	Yes
Special features	-

E = iron ore 6 = salt G = Gold J = gemstones M = marble

= wine	= tobacco	= silk
= hops	= cotton	= Indigo
= Medicinal herbs	= spices	= sugar cane

Either you remain peaceful and build a thriving city with 3,000 citizens or you pursue the glory and honor of a military career and eliminate all computer opponents on the island world. How you go about achieving the warlike solution is quickly explained: As in the endless game tutorial, you first build a city of 2,016 merchants and then ensure a very positive balance so that you can arm yourself and attack the opponents - the rest is tactics. In the following mission solution, however, the

Mission solution

Basically, in this first mission of the individual scenarios there are two ways to achieve success.

The first variant was implemented and described, namely the construction of a city of 3,000 citizens.

At the beginning you have to hurry a little so that you can get a good island spot for your settlement base in the race against the computer opponents. Therefore, use your

Ship directly to the northern island A, where you build an office on the southern coast at P1. However, you will most likely not be alone on this patch of the map, as one or two of the other computer opponents will also establish a settlement on the other coastal strips of the island. As the mission progresses, you must therefore ensure that you secure a large piece of the island cake as quickly as possible! You can do this by placing various main market houses (see below).



Load the scout and the maximum amount of wood, food and tools into the office and then set your ship straight for the pirate's nest that you find on the island L. Because at the beginning there are masses of tools, food and bricks on offer and

as usual at a ridiculously low price. Make sure you get hold of these goods before the computer players do! To do this, head for the pirates' office and buy all the food, tools and bricks you can get your hands on. Wait a while in front of the office until new offers appear that you can also buy up. Only when your ship is fully loaded or when you are attacked by a pirate barge should you leave and unload your purchases at home. Later trips to the pirate's office are not necessarily worthwhile. ?

While your ship is still on the way to hunt for bargains, start building your settlement on the main island, preferably at the slowest game speed (F8 key). Proceed as in the endless game tutorial and first place 4 forest houses, 1 hunting lodge and 1 tannery in the catchment area of your office. Expand your settlement area with 2 main market houses in the direction of mountains P2 and place 2 sheep farms and 1 weaving room in the area of the first main market house.

After that, you have to settle the first pioneers. Because 3,000

Since you require a total of 108 houses for each citizen, you will need to design your settlement structure a little differently than in the endless game tutorial. Therefore, place blocks of houses around the second main market building with a size of three by three pioneer huts. In this way, you can accommodate 72 houses in eight of these squares. You will then later build the remaining 36 in a row behind the blocks of nine and in the settlement center. This will allow you to achieve the trick of covering the entire residential area with a single center of public buildings (see below). So in the first phase, place four three-by-three blocks so that you have a total of 36 houses and can settle 288 pioneers. Basic supplies are not a problem for this relatively large number of inhabitants at the beginning, as you have bought the appropriate amount of food from the pirate office and can therefore get by well.

In a further step, you will most likely have to quickly grab the mountain P2 with a third main market house before the computer opponent who has settled on island A from the north does! In the area of the third main market house, you will also build the first alcohol production in the form of 2 potato farms. Then let the game run for a while until you have stored 20 tons of alcohol. Also, shut down the forest houses when the storage capacity in the office is exhausted. Since your balance is positive, your account balance will also recover during this time.



The first pioneering phase of your settlement with the necessary construction projects.

When your account balance has recovered to the point where it shows almost 10,000 gold pieces and you have around 20 tons of alcohol in stock, build the chapel and the inn in the center of the settlement. Allow subsequent development up to a number of 80 settlers and then block the issue of building materials for the first time. Then build a quarry with 2 stonemasons and 1 ore mine with 1 small ore smelter and 2 blacksmiths at mountain P2. Then release the building materials again and allow at least 360 settlers to develop. From then on, lock away the building materials again.

You still have the food supply under control in this construction phase because you can still bring the food bought from the pirates from the ship to the office, so there are no bottlenecks. However, you urgently need to improve the supply of alcohol by first expanding your sphere of influence with a fourth main market building to the east. Then, in the immediate vicinity, create 4 hop plantations that supply 2 breweries. Then build the school in the center, where you collect 20 knowledge points so that you can then research the weaving mill. As soon as you have mastered this technology, first replace the existing weaving room with a weaving mill and add a third sheep farm to it. Second, build a fifth main market building in the northeast and a second production chain for fabrics just above it (3 sheep farms + 1 weaving mill). Directly next to it, ensure the supply of food by placing 4 cattle farms and 2 butcher shops.

Then deal with the stagnating population growth, because you urgently need to generate more revenue if you want to compensate for the increased maintenance costs for all production plants and public buildings. First of all, lift the material lock so that more settlers can develop. Then add to the housing stock, directly to 72 houses, i.e. you build all eight blocks with three houses each. Since this phase requires a lot of wood, including the building material for the settler upgrade, you should shut down the forges and the ore smelter - there are currently enough tools available. Furthermore, you now have to set yourself apart from the computer opponent from the north with 2 more main market houses (No. 6 and 7; see the illustration below), otherwise the guy will move into your area.

With 72 residential buildings, you already have 1,080 settlers. However, the supply of leather is not yet sufficient for this. Therefore, build another hunting lodge and 2 more tanneries. With this equipment, you will make a lot of profit again, so that your account will soon recover.

In the next phase, you will ensure that you have the required number of 108 houses in total. To do this, place the remaining 36 houses in a row on the outskirts of the city so that you reach 108 houses in total (see illustration below). If all 36 new buildings do not fit into the outer ring, you will have to place them somewhere in the center of the city. As it stands now, some settlers in the outer outskirts will no longer be able to reach the market stalls in the center (but the

public buildings there will be). Remedy this by setting up a complete set of market stalls at each of the four corners of the settlement: one stall for food and salt and one for fabrics and leather. Place a tobacco and spice stall next to it - you will soon be able to

need.



A detailed overview of the actions of this second phase.

Your city has now grown to 1,620 settlers! To ensure that they don't starve and complain, an extensive expansion of the production of essential goods is required. You now also need the following: 2 cattle farms with 1 butcher's shop (food), 3 sheep farms with 1 weaving shop (fabrics) and 2 hop farms with 1 brewery (alcohol). You also create the conditions for shipbuilding with a hemp plantation with rope factory and a small shipyard. At the end of this expansion phase, you should have a large balance sheet surplus of around 700 gold pieces.

whose sphere of influence you can immediately expand with a main market house. If you manage to get a foot in the door on this island, you can build 8 spice plantations at once. At this point, your solid budget allows you to maintain so many expensive plantations without any problems. Organize the transport of the harvest from island E to the main island and watch as your balance sheet continues to make leaps of joy.

Subsequently, the development of tobacco production



In this settler phase you have already placed the required 108 residential buildings.

The only thing separating you from the desired citizen level is the production of spices and tobacco products. It is best to build up production for these two commodities at a level that will be sufficient to supply 3,000 citizens.



As far as spices are concerned, stick to island E. There, the other computer opponents will most likely already be busy growing plantations, but you should

find a landing place for an office somewhere,



announced. To do this, first order a new medium-sized trading ship (research this at school!). The first addresses for the nicotine industry are the prairie islands D and H. However, you probably won't find much space on H, so you will probably have to settle on the island D as well.

You need a lot of space now, because you want to have no fewer than six production chains for tobacco products, i.e. a total of 12 tobacco plantations and 6 tobacco processors. The ship you are traveling on will ultimately transport the tobacco products to your main island via the auto route.

Danger

During this phase, pay a little attention to your food supply in your home office. The existing production chains cannot fully meet the needs of 1,620 settlers, so your supply will drop to zero. Compensate for this supply gap by purchasing food from the office until you build more food factories a little later (see next page).



Let the game run for a while at this point until your warehouses on the main island are full to the brim with tobacco products, spices and fabrics. Then initiate the transition to the citizen level by building a church. Allow 600 citizens to advance and then stop issuing materials for the time being. After this first development boost, you must double the production capacity for food and alcohol if you want to make ends meet with 3,000 citizens. Therefore, build 3 more main market houses in the west of the island and install 3 alcohol production chains (6 hop plantations + 3 breweries) as well as two food production chains consisting of 8 grain farms, 4 mills and 2 bakeries. Also place two production chains for bricks (2 quarries and 4 stonemasons) near the mountains in the west so that the supplies for the next citizen house upgrades can be made quickly.

That should work. Release the building material again and go into the final sprint - now it's time to reach the required 3,000 citizens mark! To do this, build another inn at each of the four corners of the settlement, because the capacity of the one inn in the center is becoming too small for the numerous residents. Financially, you will slowly but surely exceed the profit mark of 1,000 gold pieces, so that you can easily afford these buildings. Take this opportunity to check

But definitely check the outskirts of the settlement to see whether all the needs are met in all the apartments there - especially the need for a school. If you discover that there is an educational emergency somewhere on the outskirts of the city, you must build a second school there. Only then will all 108 residential buildings be transformed into townhouses and your city will have 3,000 citizens.



In the West you have to increase the production of food and force alcohol.

Scenario & Richard the Wicked

The ruthless Richard, a truly disgusting buccaneer and pirate, has increased his presence in your territories. Attacks on ships and cities are increasing, and so you have no choice but to deal with this extremely unpleasant fellow. You could not yet

never really suffer, now is the right moment to get rid of it...

Knowledge goals

- Build a city with at least 2,000 inhabitants and destroy the pirate rabble.

Mission Card: Richard the Rude



Mission conditions

Starting capital	20,000
Number of computer opponents	0
pirates (aggressiveness)	yes (normally aggressive)
Pirate's Nest	Yes
Flying traders, yes	
Fire	Yes
Natural disasters, yes	
Special features	no ship at the beginning

E =	Iron ore = salt	G=gold	↔ = trade routes
Wine	tobacco	silk	
hops	cotton	Indigo	
medicinal herbs	spices	sugar cane	

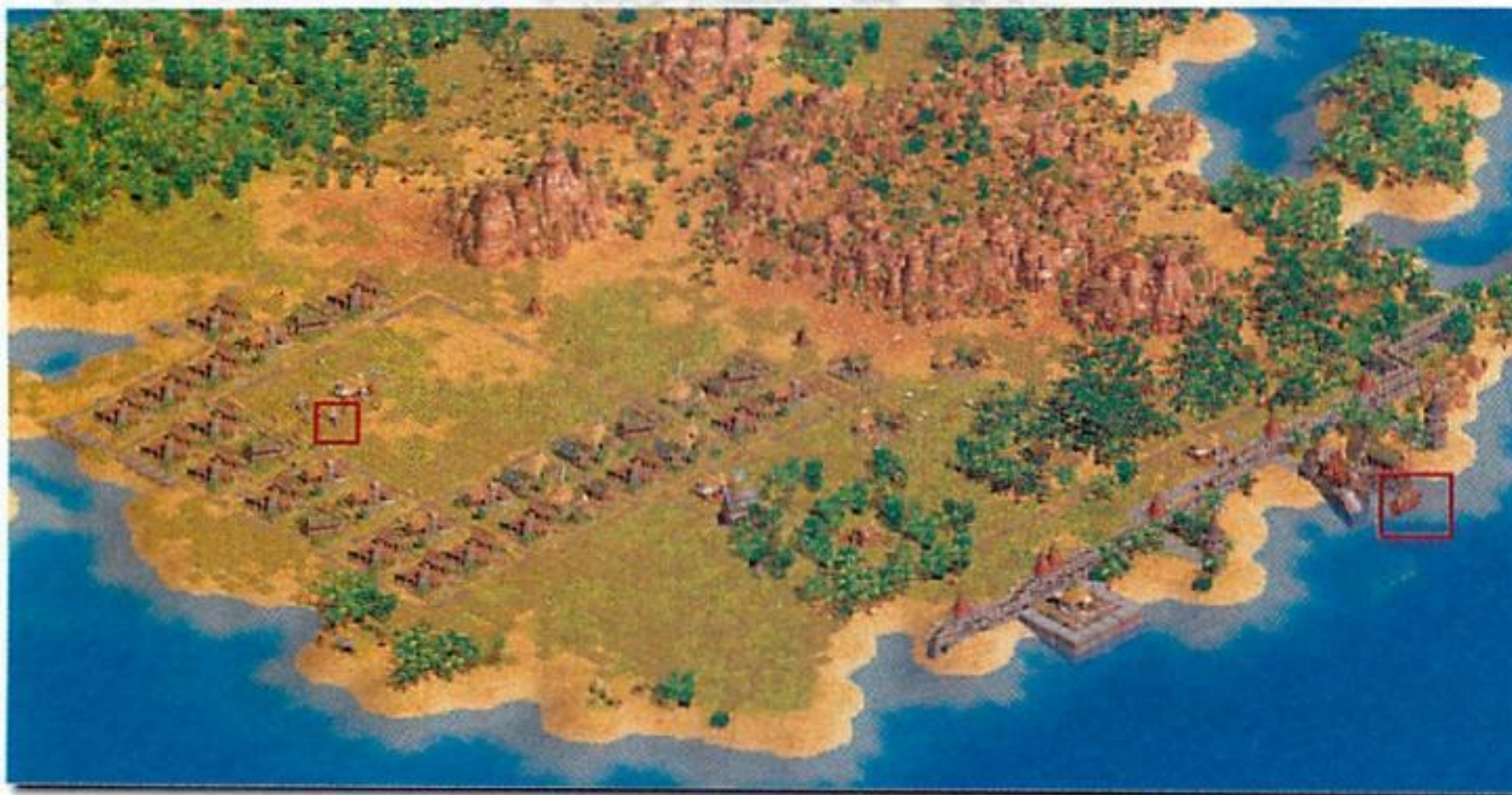
Hideout on Island G in the northwest, making the region's sea routes unsafe and sending peaceful trading ships to the bottom of the sea. Your mission is to put a stop to his activities by destroying all of his ships and his pirate nest. You must also have a city with 2,000 inhabitants. You cannot advance further than the Citizen civilization level, as both marble and whale grounds are missing in this island world.

What makes things even more difficult is that you don't have a ship at the beginning with which you could settle other islands. Therefore, you should plan your settlement on the jungle island right away, especially since it is the largest on the map in terms of area. Start by building it as described for the endless game tutorial: with four forest houses, a hunting lodge, a tannery and two marketplaces, expanding your catchment area towards P1. Then build up fabric production with two sheep farms and a weaving room. Now you can start settling pioneers. First build a total of around 32 pioneer huts, which you position around the future center - as usual in blocks

Mission solution

In the second mission of the individual scenarios, you start in a relatively small island world on a jungle island. The starting situation is as follows: You have built some fortress walls and two cannon towers, an office, a market place and a small shipyard. Your stocks of goods are relatively plentiful and also include bricks, leather, ropes and salt. Your only opponent on the map is the pirate Richard, who in his

of two by two each. While you place the market stall for food/salt immediately, wait to sell leather and fabrics. Instead, collect a total of 8 tons of fabrics in the warehouses. Once you have this amount, you will be able to commission a small trading ship. After that, you can basically release further production and set up the stall for leather/fabrics.



Do not place the leather/fabrics stand until you have built a ship with the first fabrics!

You then use the small trading ship to buy goods and commodities from the pirates themselves. The ruthless Richard's office is a very rich source of supplies - he sells large quantities of looted food, alcohol and tools there, and to a lesser extent bricks. Grab the bargains without scruples and let Richard's stolen goods work towards his own downfall. You cannot produce the goods yourself or buy them from traders any cheaper. For this reason, you should not give your office any purchase orders for tools in this mission - the 50 tons from the pirate office will be enough for now.

However, Richard will not greet you as a welcome customer when your ship turns up in front of the office. Instead, he will open fire. So as soon as you reach the pirate office, set the game speed to the slowest level (F8 key), buy everything quickly and then leave again at normal game speed.



At the slowest game speed, quickly buy out Richard's warehouse so that your ship suffers as little damage as possible.

Of course, the pirates' supplies are not exhausted. They will continue to renew themselves. Therefore, set up an automatic trade route for the first ship to the pirate office, where you will repeatedly buy up the entire stock of food and alcohol. With these quantities, you will initially save yourself the need for your own alcohol production with potato farms (or later on a northern island with the hop brewery chain), as well as the expanded food

supply through cattle farms with a butcher's shop. At the beginning, you should even interrupt the route more often, because you don't actually need that much supply. And you will have to keep repairing the ship. Start your rise to the 'Settler' level by building a chapel and an inn. Only stop development when you have 360 inhabitants. In principle, you can then proceed as in the endless game tutorial: Build

You set up a brick and iron tool production short facility (so that you can become independent in the term) and a school, carry out your first research (wells, fire brigade, weaving mill) and place the fire brigade. You also increase the population to 40 houses. You can also do without your own alcohol production at the 'Settler' level if you continue to buy things from Richard. You absolutely have to stock up on food there.

Meanwhile, build a second small trading ship. If the material is not sufficient because the buyer ship has to be constantly repaired, expand the fabric production and place three sheep farms with a weaving mill (research!). You may also be thinking about a hemp plantation and a rope factory now. In any case, you definitely need the second ship. Load it with building materials and build a tobacco production facility on island B (4 tobacco plantations + 2 tobacco processors) and a spice production facility on island G (2 spice plantations) as in the endless game tutorial. Then set up an automatic trade route that connects island B and island G with the main island so that you can also sell nicotine and spices to the people there (see the trade route on the mission map). Finally, upgrade all 40 residential buildings to settler houses and enjoy your positive balance.

Then commission a third small trading ship, which will distribute additional building materials for external production on islands B and G. However, do not take offensive action against Richard in this phase. For the time being, you are not

strong enough and you can only clench your fist in your pocket. Avoid his attacks on the high seas and calmly repair your ships. You can, however, try to lure the pirates into the range of your cannon towers and thus get rid of one or two pirate ships - with a bit of luck you might even get them all. Also carry out all of the school's military research during this phase.



Lure pirate ships within range of your towers so you can get rid of some of Richard's ships.

As soon as you have enough savings (approx. 10,000 gold pieces), you initiate the transition to the citizen phase by building a church. Regulate population growth from 600 citizens. Increase tobacco production on island B and spice production on island G (similar to the endless game tutorial). You also need more fabrics. So you set up one or two more market headquarters at home and start processing cotton with two corresponding production chains (2 cotton plantations + 1 weaving mill each; a total of three weaving mills will then be working). At this level, you can no longer cover your alcohol needs through purchases and therefore open two sugar cane processing production lines (2 sugar cane plantations + 1 rum distillery each). You also produce silk fabrics on your home island with a total of 4 silk plantations, 2 indigo plantations and 2 dyeing mills. Don't forget the necessary stall. However, you still don't produce food. Finally, increase the number of residential buildings to 48 and increase the population to 1,344 citizens. Then build a university.

Then you can upgrade and finish off Richard. The preparation of your campaign begins with the establishment of an arms industry: Naturally, the medium warship is the first research goal of the university; in addition, pursue the branch 'weapons production' up to the musket at the

End of the technology tree and research the two infantry armour upgrades, the cannon and the standardised calibres, in the military expansions. Build two large iron production facilities (2 large ore mines, 2 ore smelters, 2 charcoal kilns) and a cannon foundry. Add to this a gunsmith (muskets and ship cannons) and a small weapon forge (swords). Also build a medium-sized fortress and four medium-sized warships in the shipyard. Then get eight cannoneer units in the cannon foundry, as well as 16 musketeers and eight musketeers. Move all troops onto the warships and have them land and unload on the pirate island at position X. You can easily break the little resistance that you face. Then use your cannons to reduce the pirates' buildings to rubble one after the other, allowing your fleet to take over targets close to the shore.

Overall, you should be able to reach the mission objective quickly.



With a few infantry units and eight cannons, you can quickly overrun Richard's entire pirate island.

Finally, the mission objective of 2,000 inhabitants remains. You no longer need your military apparatus for this. So get rid of all units by loading them onto the warships and sinking the ships. Demolish the weapons production and one of the large iron productions. To do this, place a total of eight grain farms, four mills and two bakeries, preferably on island B (you can also mine salt there). Increase the domestic alcohol production with four production chains (2 sugar cane plantations + 1 rum distillery each). Meanwhile, let your city expand towards the city wall by demolishing production there and building new ones elsewhere. The new residential areas also provide you with public buildings. At the end, there must be 72 town houses on your home island, then you have reached the target of 2,000 inhabitants.

Scenario 3 Friendly Neighborhood

Your cities in the old world are bursting at the seams. So you decide to found a new city in a far-off area. Too bad that a nasty pirate and smuggler has settled in the same area. Well then: here's to good neighbors...

Mission@goals

- Build a city in which at least 1,000 residents have the status of merchants.

Mission Card: Friendly Neighbors



Mission conditions

difficulty	★★
Starting capital	25,000
Number of computer opponents	0
pirates (aggressiveness)	yes (normally aggressive)
Pirate's Nest	Yes
Flying traders	no
Fire	Yes
Natural disasters, yes	
Special features	150 t of tools on board the launch vessel

E = iron ore G = salt M = marble ↔ = trade routes

Wine	Tobacco	Silk
Hops	Cotton	Indigo
Medicinal herbs	Spices	Sugar cane

because there are no travelling traders. This means that you cannot simply buy the tools you need to build your city and therefore have to make them yourself. (The same applies to marble later on.) Even though you are given a substantial stock of 150 tonnes of tools, it is vital that you act quickly on this commodity. You should also not expect to be able to equip yourself at the pirate office on this mission, as there are only a few goods there in very small quantities.

Mission solution

- So you are on your own in this mission. Apart from you, there is only the pirate and he is not necessarily the problem. This mission will be difficult

Tip

The strategy: Concentrate solely on meeting the goal of 1,000 merchants; do not take any action - neither offensively nor defensively - against the pirate!

You begin the mission by developing the northern island A by building an office at P1. Unload food, wood and as many tools as possible and begin building the settlement as described in the endless game tutorial. This means that **you are aiming for a settlement with 40 to 48 residential buildings**, even if you only need 24 houses to achieve the mission goal of 1,000 merchants. In this first pioneer phase, expand your catchment area with two main market buildings, build the first production facilities near the mountains and begin the settlement with the residential buildings on the P2 peninsula. Follow the construction sequence in the endless game tutorial strictly so that you end up with the pioneer settlement shown below.



In the pioneer phase, you settle island A as shown.

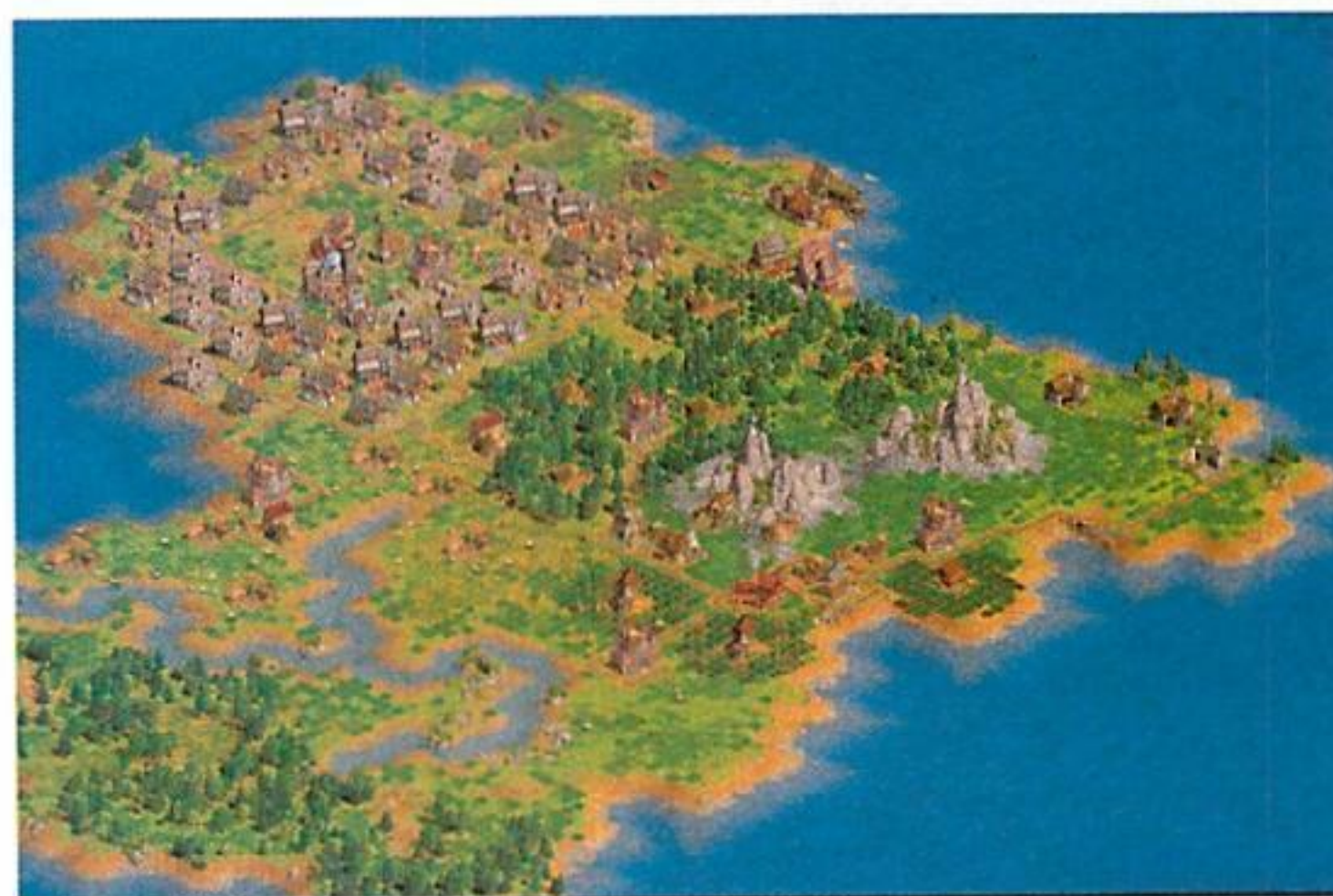
Tip

After transferring goods, anchor your ship with the remaining tools somewhere **on the edge of the map and avoid any pirate crossing**. If a confrontation does occur, set sail and flee. Do not get involved in a naval battle, even if your first ship is **armed with cannons!**

If your settlement is on the main island as shown above and you have saved up around 20 tons of alcohol by producing alcohol from two potato farms, you can start the settler phase by building a chapel and an inn. To do this, transport the remaining tools from the ship to the office. Let the development progress until the population reaches 80 settlers and then lock up the building materials. You will need these to set up a brick production facility and build a school and fire station (see also the endless game tutorial). In addition, you will take care of the first three research projects, which will remain your only ones for the entire mission. After that, you must

You should also place iron or tool production, otherwise you will soon be left empty-handed. As already mentioned: If you use up your initial supply in this phase without setting up your own tool production, you are practically finished, because you will no longer have the opportunity to acquire new tools later!

Leave the population at 80 settlers for the time being and set up a proper food production facility (2 cattle farms + 1 butcher's shop) and a second production chain for fabrics (3 sheep farms + 1 weaving mill). To do this, you must have researched the weaving mill, which you can use to replace the old weaving shop. Then let the development continue and gradually expand your residential building stock to 40 or 41 residential buildings, which have 600 to 615 inhabitants. At the 360 settlers mark, you must stop the population growth again in order to set up alcohol production (2 hop farms + 1 brewery). Finally, place a small shipyard, a hemp plantation and a rope factory. In total, you must expand your catchment area with another 3 main market houses for these buildings. Your main island should then look like (or something similar to) the one in the following illustration.

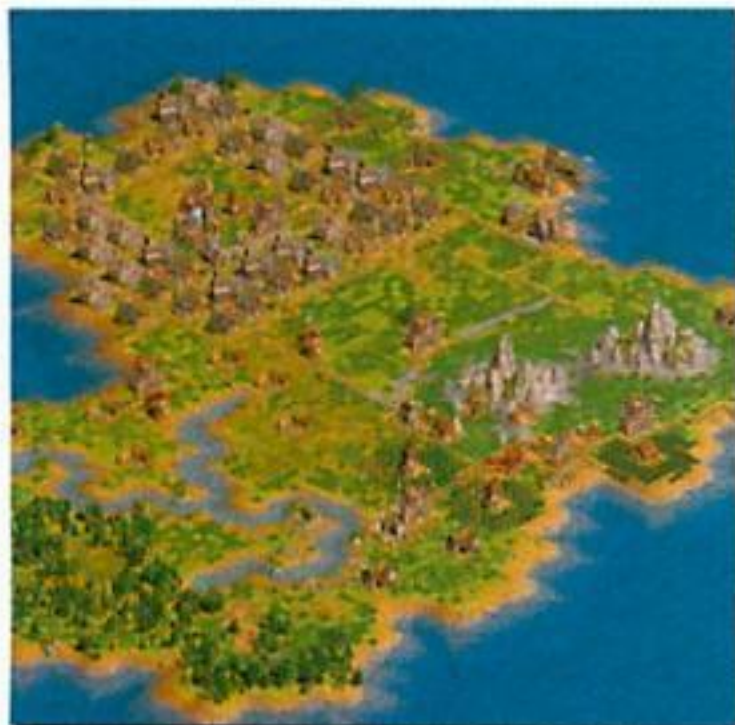


At this point in the game, your main island should look like this.

Then you tackle supplying your settlers with spices and tobacco products. Analogous to the endless game tutorial, you set up your spice production on island D (2 spice plantations) and tobacco production on island C (2 corresponding production chains). You arrange transport to the main island on a combined trade route with a new small trading ship that you commission. The bottom line is that things can get a little tight financially during this phase. Only when the first harvest is sold at the market stall will you be in the black again. So make sure that you have fully built up at least one of these two product lines so that your account can slowly recover. As soon as both branches are established, you will no longer have to worry about the balance sheet. Then you can also increase your food production with another 2 cattle.

Farm and stock up on 1 butcher shop, as your supplies are slowly but surely running low.

In principle, you have created the conditions for further advancement at this point. However, before you give the go-ahead for the transition to the citizen phase by building the church, you should settle the (northern) island B. You then move your wood production and the hunter there so that you can demolish the corresponding businesses on your main island and make room for other buildings and production. Also



commission another small trading ship with which you can transport wood, food and animal hides from island B to your home. Overall, the development of this island is important because you can later extract salt and mine marble there - and only there, because island B has the only marble deposit on the entire map! —



Tear down the wood production and the hunting lodge on the main island (above) and rebuild them on island B (below).

Before you advance to the 'Citizen' level, let your account grow to around 5,000 gold pieces again. Your balance should, as things stand, be showing small profits - if not, then simply shut down some productions where the stocks have reached their maximum (bricks, wood, ropes, maybe even food for a short time).

In this phase, you will use your first ship to distribute enough building materials to all the islands so that you can quickly carry out the production expansions that will soon be required. Your small fleet of three will now be exposed to one or two pirate attacks - but leave these attacks unanswered and limit yourself to repairing the damage.

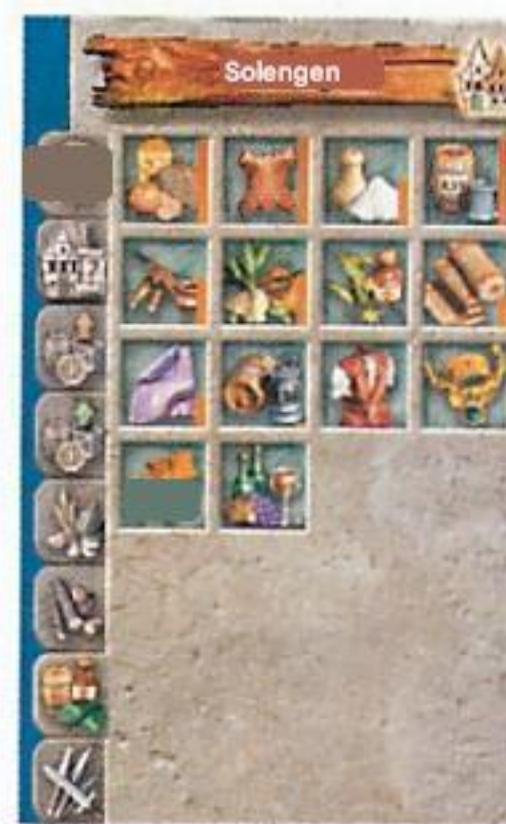
When your account finally shows the reserves required above, build the church on the spot where the lumber companies previously worked. Set a limit of 600 for the subsequent development of settlers into citizens and instead first expand your capacity for essential goods: Increase the number of spice plantations to four and expand the alcohol production on the main island to a total of four production chains (2 hop farms + 1 brewery each). Tear down the two old potato farms.

Then grant all residents citizenship status. So lift the material ban again so that

all settler dwellings can be converted into townhouses, giving you a population of just under 1,100 citizens. Then build a fourth small trading ship, load it full of building materials and head for the jungle island E. There you build another office and build a total of 2 production chains for silk fabrics (2 silk plantations, 1 indigo plantation, 1 dyeing factory). You also use the same ship to transport the products home, where you naturally have to set up a clothing stand so that you can sell the luxury goods profitably.

The next step is to increase food production with 4 grain farms, 2 mills and 1 bakery on island B. You must first expand your catchment area there with a main market building. Because a transport ship is already responsible for this region, you do not need to set up a new route. In addition, now is the time to start salt production (1 salt mine + 1 saltworks) and marble mining (1 marble quarry + 1 marble stonemason) on the island. You bring the salt to your main island and leave the marble in the warehouses on island B for now.

Load the ship you started with again full of building materials and ropes. This will set up a lamp oil production facility on the polar island K (1 whaler + 1 transport factory). Take the fuel you have produced home with the same ship. As soon as you sell the oil at a specially built stand, it will bring in money and satisfy another need of your citizens.



This means you have almost all the prerequisites tongues have been created so that your citizens can rise to the status of merchants. Wait a little longer until you have as many goods in stock as in the adjacent illustration. If your fabric supplies are running low, quickly set up a third production chain on the main island (3 sheep farms + 1 weaving mill). Finally, you only need to get the marble to the main island and build a university and then a bathhouse. This

would fulfill the last conditions for advancement to the target phase and you can then simply let the development progress until the required 1,000 merchants live in the city. Beforehand, place a second forge so that tool production gets going and carefully coordinate the transfer of wood from island B to the main island. The accumulated stocks will be sufficient for the rest of the development phase, so you do not need to build any more production facilities. ? 70

Scenario 4 The bet

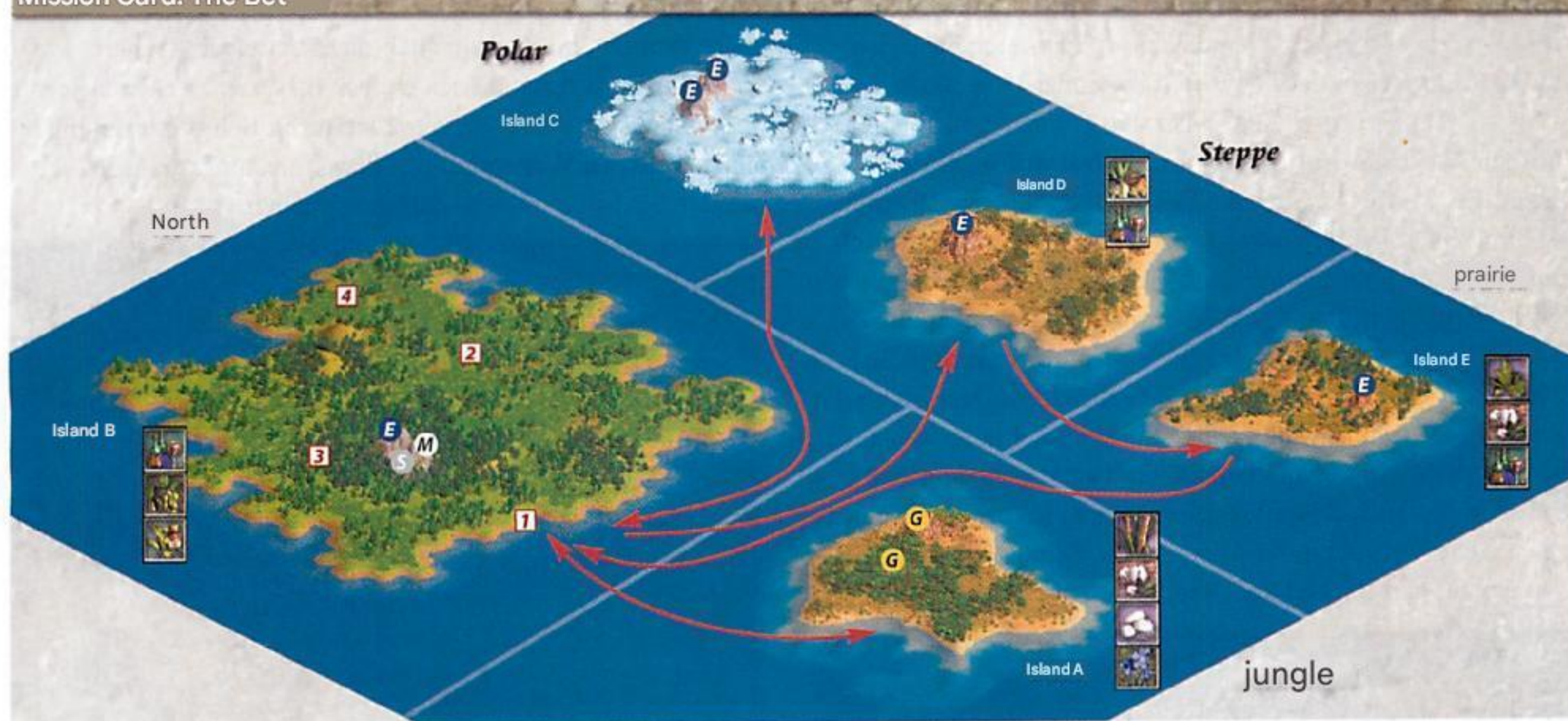
Your cousin can't help it! He keeps insisting that you are unable to convince a section of the population such as the merchants to live in your city. At a banquet, you once again enter into a momentous bet... and swear to bring a very specific relative into the

Hunger Tower once you have won it!

Mission objectives

- Build a city in which at least 500 inhabitants have the status of merchants. Maintain this population level for at least 5 minutes.

Mission Card: The Bet



E =	Iron	Ore	Salt	G	Gold	M	Marble		= trade routes
	= wine		= tobacco		= silk				
	= hops		= cotton		= Indigo				
	= medicinal herbs		= spices		= sugar cane				

Mission conditions

difficulty	★★
Starting capital	20,000
Number of computer opponents	0
Pirates (aggressiveness)	no
Pirate's Nest	no
Flying traders	yes
Fire	no
Natural disasters	yes
Special features	100t of tools available on the launch ship!

so that you can operate your transport routes and settle the islands without disruption. Since this means that weapons production and any military armament can of course be dispensed with, you can concentrate exclusively on your mission objective: building a city in which 500 merchants live.

The best strategy is roughly the same as in the endless game (see endless game tutorial), but with a few exceptions and changes: Firstly, as mentioned, you have no competition to fear, so you can save yourself the expense of military research and the arms industry. Secondly, your settlement is fireproof this time. Without the risk of fire, you can also skip the fire department, which is especially important because you will then need the school later and can delay building it a little.

For these reasons, the building sequence and approach to construction in this mission differs slightly from the general strategy for the endless game. What's different?

Mission solution

1 In this fourth mission of the individual scenarios you have no competition to fear - neither computer opponents nor pirates traverse the waters of this island world,

At the start of the mission, you settle on the large northern island of this map world, namely Island B. This is where you will find the largest contiguous building site, and you will also find three important natural resources on the island: ore, salt and marble. You will need all of them later. Place the office at P1 and load all the building materials from the ship into the office as usual. You also place the first businesses and facilities as described in the endless game tutorial: 4 forest houses, 1 hunting lodge and 1 tannery. Then expand your catchment area with 2 main market houses in the direction of P2. Then set up 2 sheep farms and 1 weaving room above the wood production and settle your pioneers around the second main market house. Place 32 residential houses in the tried and tested two-by-two block construction method, so that you will soon be accommodating 256 pioneers. Now you need a food and salt stand and a stand for fabrics/leather so that your pioneers are profitable and bring you a lot of income. You then start alcohol production with 2 potato farms. Finally, you initiate the change to the settler phase by building the inn and the chapel. You do not need to put tools on the shopping list in the office. Because when the first 50 tons are used up, you still have another 50 tons on the ship with which you can replenish the stocks. By the time this supply is used up, you will have already set up your own tool production and can do without purchasing them altogether.



The settlement with all required production buildings at the end of the pioneer phase.

First, develop your population to 80 settlers and stop issuing building materials at this point. Then set up a brick production facility (1 quarry + 2 stonemasons) and an iron and tool production facility (1 ore mine, 1 small ore smelter, 1 forge). Then release access to wood and tools and do not block it again until you have reached 360 settlers. You can then build 2 hop farms and

1 brewery to expand alcohol production. With a third main market house, you expand your sphere of influence towards P3, where you first ensure more productive food production with 2 cattle farms and 1 butcher's shop. After that, you should build 8 more houses and lift the block on building materials. In total, you will then have 40 settler houses, so that you will soon be accommodating 600 residents. The only commodity that you now have to produce more effectively is fabric. Up to now, however, you have not built a school, simply because without the risk of fire, you would not need to research fire services. But that also means that you do not yet know about proper weaving and therefore cannot operate it. Instead, simply make do with a second small production chain in the form of 2 more sheep farms and another weaving room. With this settlement strategy, you will soon be in the black.

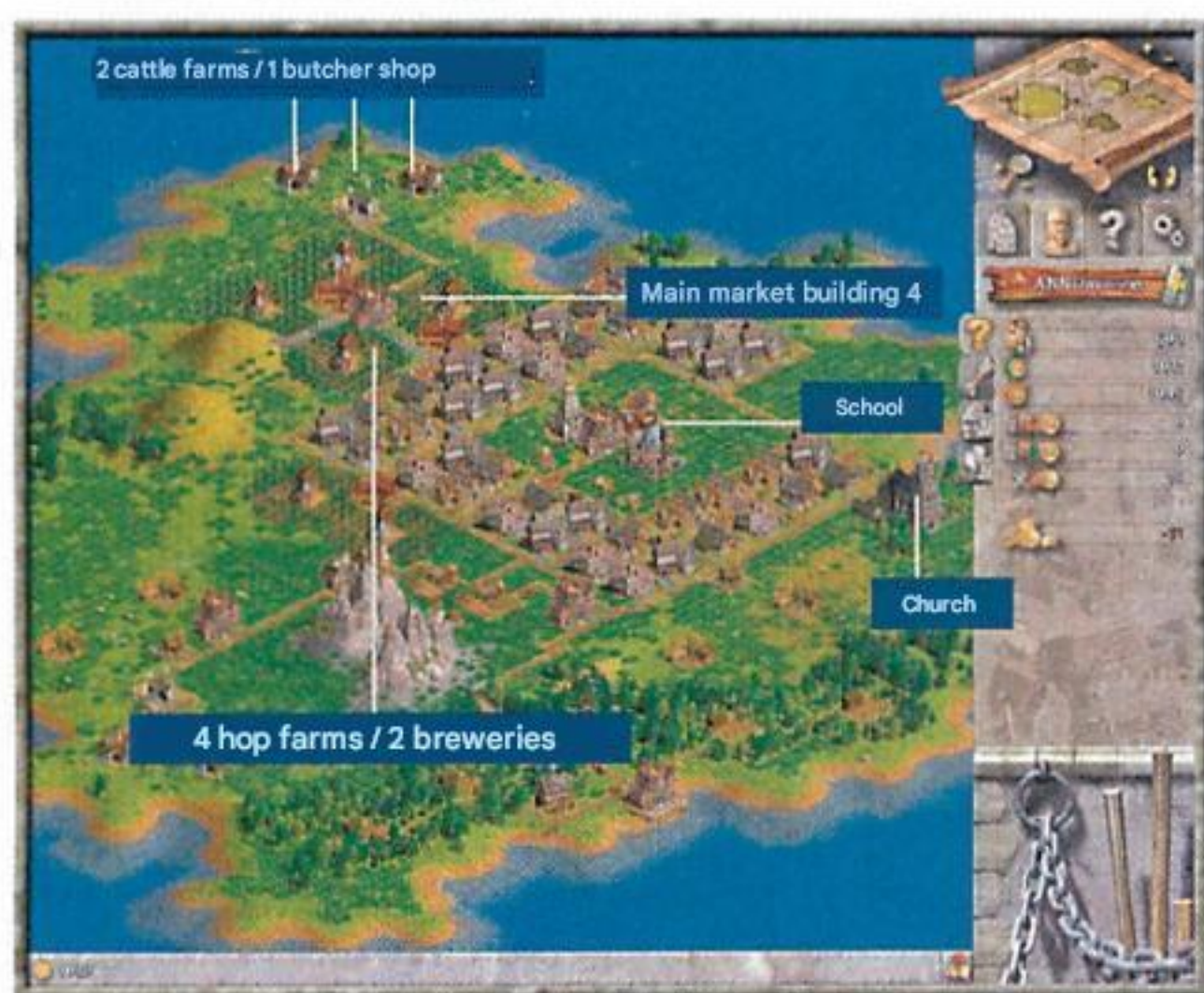


The construction projects and the settlement in the first settler phase.

After working on your home island, you start the external production. Load your ship with a total of 50 tons of tools, 50 tons of wood and 50 tons of bricks and start looking for suitable locations for spices and tobacco. You don't have much choice, however: You set up spice production on Island D, with 3 spice plantations, as the soil on the steppe island is very infertile. You produce tobacco products with 4 tobacco plantations and 2 tobacco processors, of course on Island E. Your ship should automatically manage the transport home. There you can ensure that these new necessities are sold with a tobacco and spice stand. This will catapult your balance sheet into fat profit zones.

When your account balance has reached approximately 10,000 gold pieces again, you can continue expanding your catchment area on the main island, towards P4 with a fourth main market house. There you can build another production chain for food in the form of 2 cattle

farms and 1 butcher's shop as well as 2 further alcohol productions (4 hop farms + 2 breweries). You tear down the two potato farms at this point. Your balance sheet should be able to cope with these investments. Also interrupt your ship's transport route and get enough building materials to the spice and tobacco islands so that you can expand production there, which will soon be necessary. Finally, you can start the transition to the 'citizen' level by building a school and a church.



Equipped like this, you can venture into the citizen phase.

Let the development progress until you have about 600 citizens and then block the distribution of building materials. Finally, research the weaving mill in the school and replace the two weaving rooms with 2 weaving mills.

Add another sheep farm to each of the businesses as a raw material supplier. Then let your citizens who want to build access the material again, build 8 more houses themselves (you then have 48 in total) and let things develop until you have 1,344 citizens. In the meantime, increase food production on your island with 4 grain farms, 2 mills and 1 bakery, and also increase the spice harvest on 6 spice plantations and the production of tobacco goods on a total of 4 tobacco production chains. There wouldn't be much room for more on island E. Remember to expand the catchment area there with a main market building! Now research the wells in school, with the placement of which you can bring larger, barren areas in the area of the plantations to reasonable yields. On the main island you can now also start salt production with 1 salt mine and 1 saltworks, and also build 1 hemp plantation with 1 rope factory and 1 small shipyard. You will then be on the safe side when it comes to supplying all your needs and will continue to be in the black.

At school, research the medium-sized merchant ship, which you can order as soon as you have the tool



To supply 1,344 citizens, you must expand your production on the main island and the outer islands.



production with a second forge. Now you tackle the settlement of the jungle island A. There you build

an office, a main market building and 3 production chains for silk fabrics (6 silk plantations, 3 indigo plantations, 3 dye works). The medium-sized trading ship also takes over the transport of luxury goods to the main island, where you will of course set up a clothing stand so that the new facilities are worthwhile.

Now your citizens only have one need left to satisfy: lamp oil. With a new medium-sized trading ship, you gain a foothold on island C (don't forget to take ropes with you!), where you build an office and place a whaler and 2 transport companies. Once you have set up the transport route and set up a lamp oil station at home, this last need is also met. Then you set up a third fabric production chain on the main island (1 weaving mill + 3 sheep farms), as supplies are likely to be a little tight here. Finally, you buy the marble quarry and a marble stonemason, as you need this building material to build the bathhouse.



the game run for a while until your stores are well stocked with all the goods you need (see the illustration opposite). Then build the required university (somewhere on the outskirts of the city) and the bathhouse (centrally!) in one go, so that the citizens move on to the merchant phase. Block the distribution of building materials as soon as you have reached the required population of 500 merchants.

This population must now last for another

five minutes at normal game speed (the time is displayed in the top left). However, if your supply stores are well stocked, it should not be a problem to maintain a population of 500 merchants. ?

Scenario 5 Game for time

The king has called for a competition: whoever can build a settlement into a thriving metropolis within the shortest time will become administrator of the undiscovered parts of the new world.

You don't need to be told twice, do you?

Mission objectives

- Build a city and settle 200 pioneers within 30 minutes.
- Settle 350 settlers within 30 minutes.
- Settles 600 citizens within 80 minutes.
- Settle 900 merchants within 80 minutes.

Mission Card: Play for Time



Mission conditions

difficulty	★★★★
Starting capital	40,000
Number of computer opponents	0
pirates (aggressiveness)	no
Pirate's Nest	no
Flying traders	no
Fire	no
Natural disasters, yes	
Special features	150 tons of tools and only 20 tons of food on board.

M marble =	Iron ore	S = salt	G = Gold	↔ = trade routes
			O = Gems	
W = wine	T = tobacco	S = silk		
H = hops	C = cotton	I = Indigo		
MH = medicinal herbs	Sp = Spices	SC = sugar cane		

The best island spots are taken away from you and no pirates lie in wait for your trade routes. But no traveling merchants will fulfill your shopping wishes either! So you can and must manage on your own.

This time the mission objective is divided into four sub-objectives, whereby you must reach each civilization level with a certain number of inhabitants and within a certain time period. At each new stage, a timer runs in the top left, showing you how much time you have left to meet the current population target. If you do not reach the required population in the given time, you will inevitably end up in the dungeon and the game is lost.

Mission solution

Even in the fifth mission of the individual scenarios you are alone in the wide open field, i.e. no competitor can catch

Attention! You must never rest on your laurels, because as soon as you have reached a milestone, the next step begins

the countdown for the next one starts ticking even if you were faster. This means,

for example: If you have already reached the first goal of 200 pioneers after 15 minutes, the next sub-goal of 350 settlers is immediately activated (the information always refers to the normal game speed - F5 key), even though you actually had another quarter of an hour available for the first task. 15 minutes would simply be wasted - and with it the opportunity for important actions and preparations for the settler level! This results in the following mission strategy:

Always complete each sub-goal of the mission shortly before the time runs out. In each phase, create the conditions that will allow you to complete the stage quickly and successfully in one or two minutes, and then use the remaining time for other actions and preparations that are important for the next task.

In other words: Don't waste your time! The high starting capital of 40,000 gold pieces allows you to use such a strategy, especially in the first two phases. Here's how to do it:

Build your first office on the large northern island A at P1 and fill its warehouse with the ships' stocks. Then proceed as usual according to the standard construction sequence (see endless game tutorial): Place 4 forest houses, 1 tannery, 1 hunting lodge, 2 main market houses that extend the catchment area to the north, 2 sheep farms and 1 weaving room. Then start building the residential buildings around the northern main market house and place a stand for food/salt and a fabric/leather stand in the center. Continue building housing

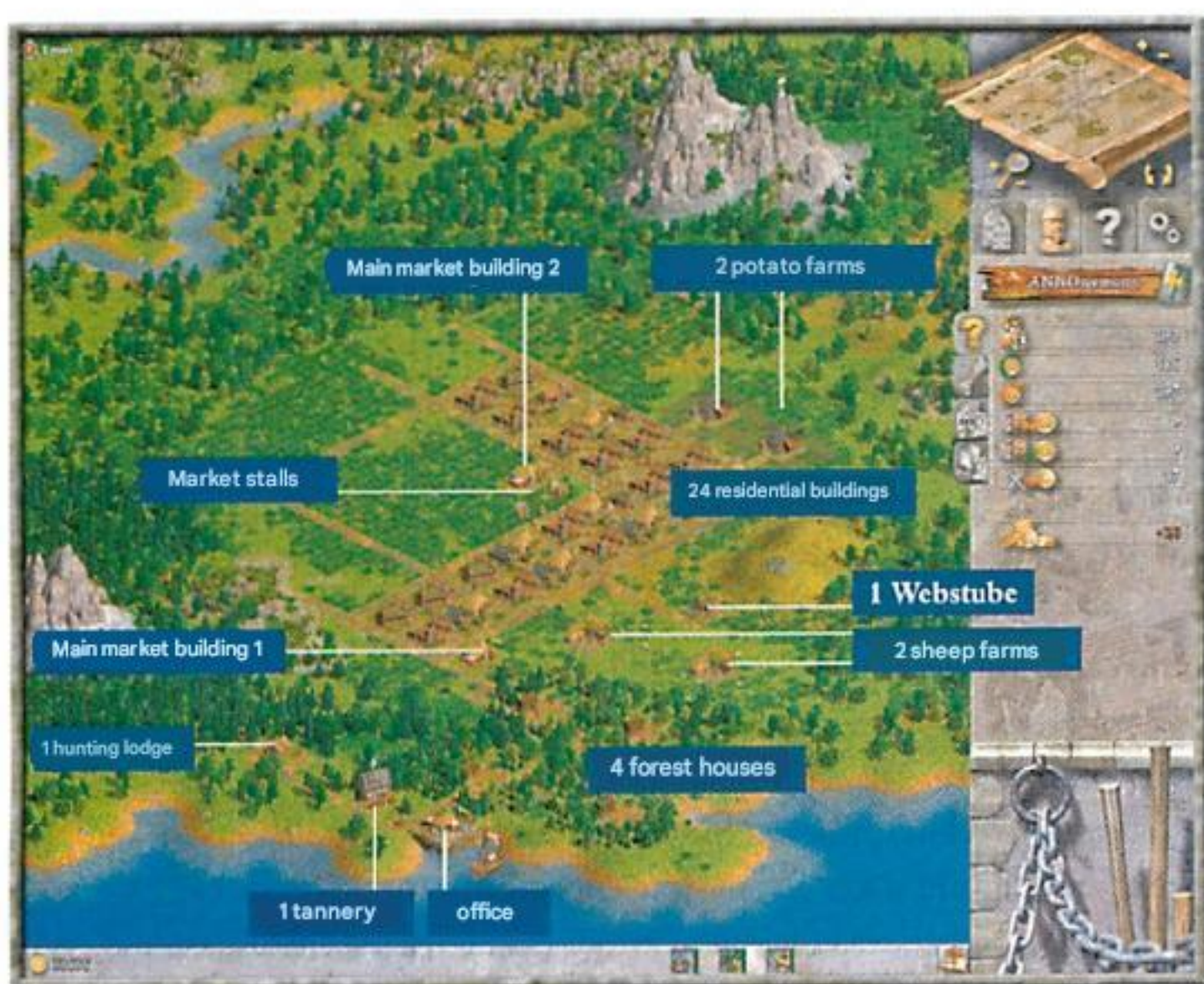
except for 24 houses. This corresponds to a total of exactly 192 inhabitants, so you are just below the partial goal of 200 pioneers. Use the remaining time of the stage to set up alcohol production with 2 potato farms and to accumulate a small supply - however, you will not be able to hoard more than 10 tons of alcohol in your warehouses. You only reach the first partial goal of 200 pioneers shortly before the half hour is up by placing another house about a minute before the deadline. This means that a population of 200 pioneers is reached, and the countdown to the next partial goal of 350 settlers has already begun.

Now transfer another 50 tons of tools from the ship to the office and build the chapel and the inn in the middle of your settlement. The development of pioneers into settlers begins. First set a limit of 100 by then blocking the building material.

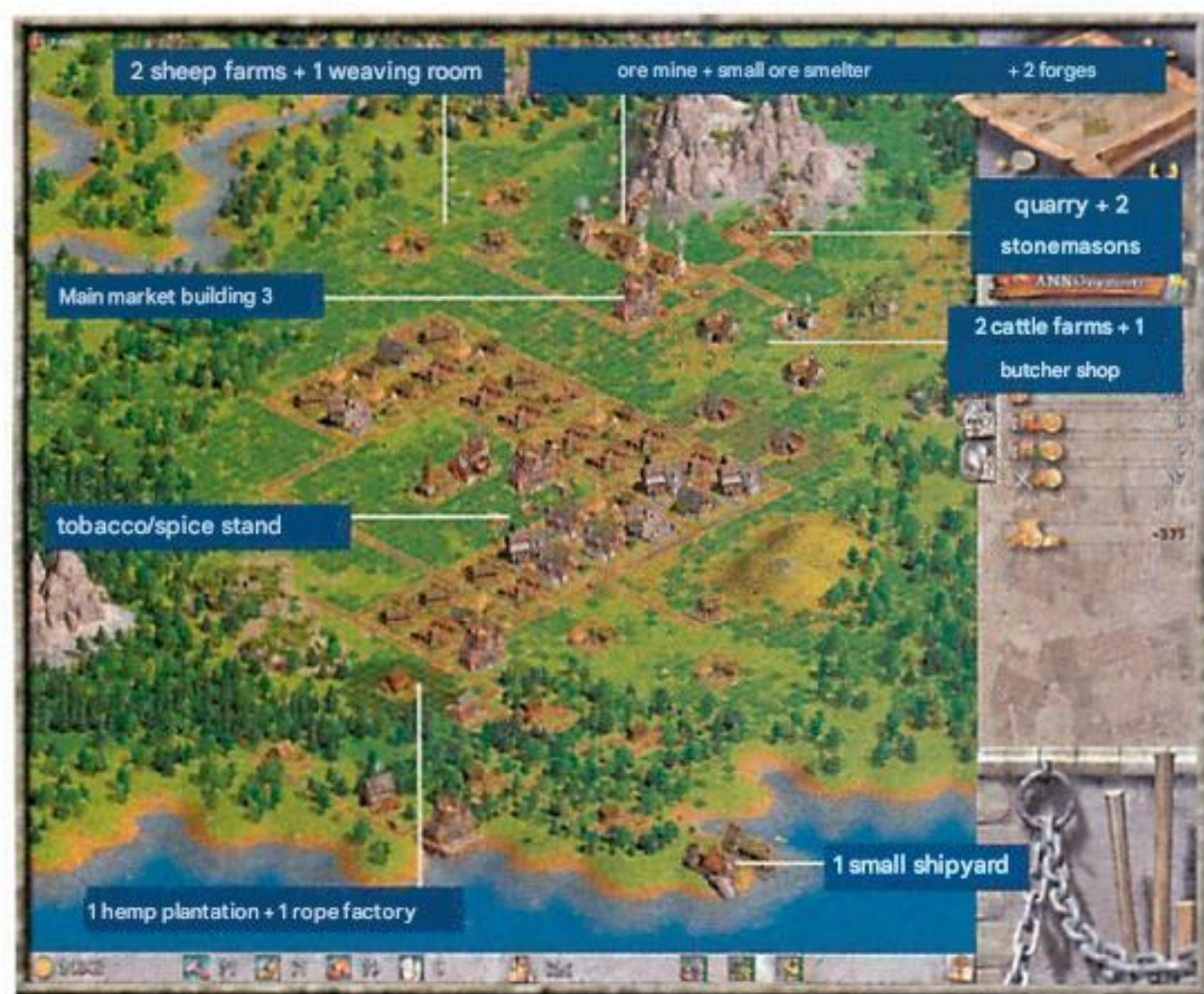
The problem in this settler phase is the supply of alcohol. Production using hop farms and a brewery is only possible if you have a population of 360 settlers. But that would be ten more than the current sub-goal requires and the countdown to the next target of 600 citizens would immediately begin. For this reason, you can only expand alcohol production at the very end of the 30 settler minutes and have to make do with the two potato farms until then. However, with the current population, this is also manageable.

With 100 fully developed settlers, you continue to build your city (see the illustration below), with a third main market building, 1 quarry and 2 stonemasons, 1 ore mine, 1 small ore smelter and 2 blacksmiths. Wait between each project until you have enough bricks available again. The next construction projects are 2 cattle farms with 1 butcher's shop, 2 more sheep farms with 1 weaving shop, a hemp plantation with rope factory and a small shipyard. You can forego building a school for now because there is no fire hazard in this mission and you therefore do not need any fire department research. Until the time runs out, you can start growing spices instead. To do this, load exactly 13 tons of tools, 22 tons of wood and 16 tons of bricks onto the ship and build an office and 2 spice plantations on island C. The building materials you have loaded will be exactly enough for this. From now on, your ship will take over the transport of the harvest to the main island, where you will also set up a stand for tobacco and spices.

About three minutes before the time limit for the settler phase expires, you can lift the blocking of the building material again, thus allowing the development of more settlers. Make sure that you have at least 50 to 60 tons of wood in stock at this time, otherwise you may run out of time to upgrade the buildings of 350 settlers!



With this island equipment, you let the time pass almost completely and then place 8 more houses to reach the first sub-goal of 200 pioneers.



Three minutes before the end of the settler countdown, you release access to the building materials again and thus reach the required 350 settlers.

As soon as your town has 360 settlers, you block the distribution of materials again. You also stop production in one of the two blacksmiths, thus regulating the consumption of wood. Now build 3 production chains for alcohol on the main island one after the other (6 hop farms + 3 breweries). You open up the building site you need for this with a fourth main market house. When the last row of alcohol production is in place, you tear down the two old potato farms. As is well known, the liquid inn requirement is the problem in this phase and you will also not be able to avoid some settler houses turning back into pioneer huts due to the lack of supplies. When the breweries finally deliver properly, you increase your inventory to 40 houses and also give access to the building materials again so that 600 settlers can develop. After that, your balance will be positive again.

The best way to use the remaining minutes of citizen time is as follows: When your wood supply is replenished, build a second ship and load it with tools, bricks and at least 40 tons of wood. This will set up tobacco production on Island I (4 tobacco plantations + 2 tobacco processors). You will then use the same ship to bring the tobacco products back to the main island. And you will also be building at home: the school is still missing, where you can research weaving as soon as you have the 25 knowledge points required. Then replace the two weaving rooms with modern weaving mills and put a third sheep farm next to each of them. Build a third (small) trading ship, which you will use to transport building materials to Island C and to set up a third spice plantation. Then settle Island D with an office and set up 2 more spice plantations there, so that you will then have a total of five of these productions. Don't forget to

the first ship to set a new route point and thus extend its transport route to this new spice island! With ship number three, you can also build another main market building and a third production chain for tobacco products on island I before the countdown ends. Just make sure that you keep 1,600 gold pieces left over for the construction of the church, because your balance will be negative due to the extensive new buildings and preparations and will gradually eat up your account balance.

Finally, build the church around two minutes before the time runs out. You should have enough tools, wood and bricks in stock to advance to the citizen phase so that the third sub-goal is quickly achieved. Activate the production of the second forge again now at the latest!



You also use the limit for the citizen phase right up to the last minute.

The 80 minutes you have available for the merchants level are relatively unproblematic, as you can now quickly get to work on the final investments. First, place 8 more houses so that you reach a total of 48, and let everyone advance to the next civilization level. That would be 1,344 citizens. Your balance will then be positive again. You have already ensured that there is a sufficient supply of tobacco products and spices in the previous phase. So first increase food production on the main island with a further 8 grain farms, 4 mills and 2 bakeries. With ship number three, you then settle on the jungle island H, where you place an office and set up three production chains for silk fabrics (6 silk plantations, 3 indigo plantations, 3 dyeworks). Here you have to build in a space-saving manner! The same ship will also take over the transport of the finished products back home, where you will need a suitable clothing stand. Then commission a fourth small trading ship to set up a lamp oil production facility on Island P, where the richest whale grounds are.



The ascent must begin at least 15 minutes before the merchants' appointment.

(1 whaler + 2 transport companies). Of course, this ship should also transport the goods to your main island. What else is missing? Exactly: a lamp oil stand.

Finally, you have to mine and carve marble from one of the two deposits on the main island. You should then build the university and the bathhouse at least fifteen minutes before the time runs out, because that's how long it takes to produce enough tools for the 900 merchants to develop. If necessary, build a third forge!

Scenario 6 Siebeln on prescription

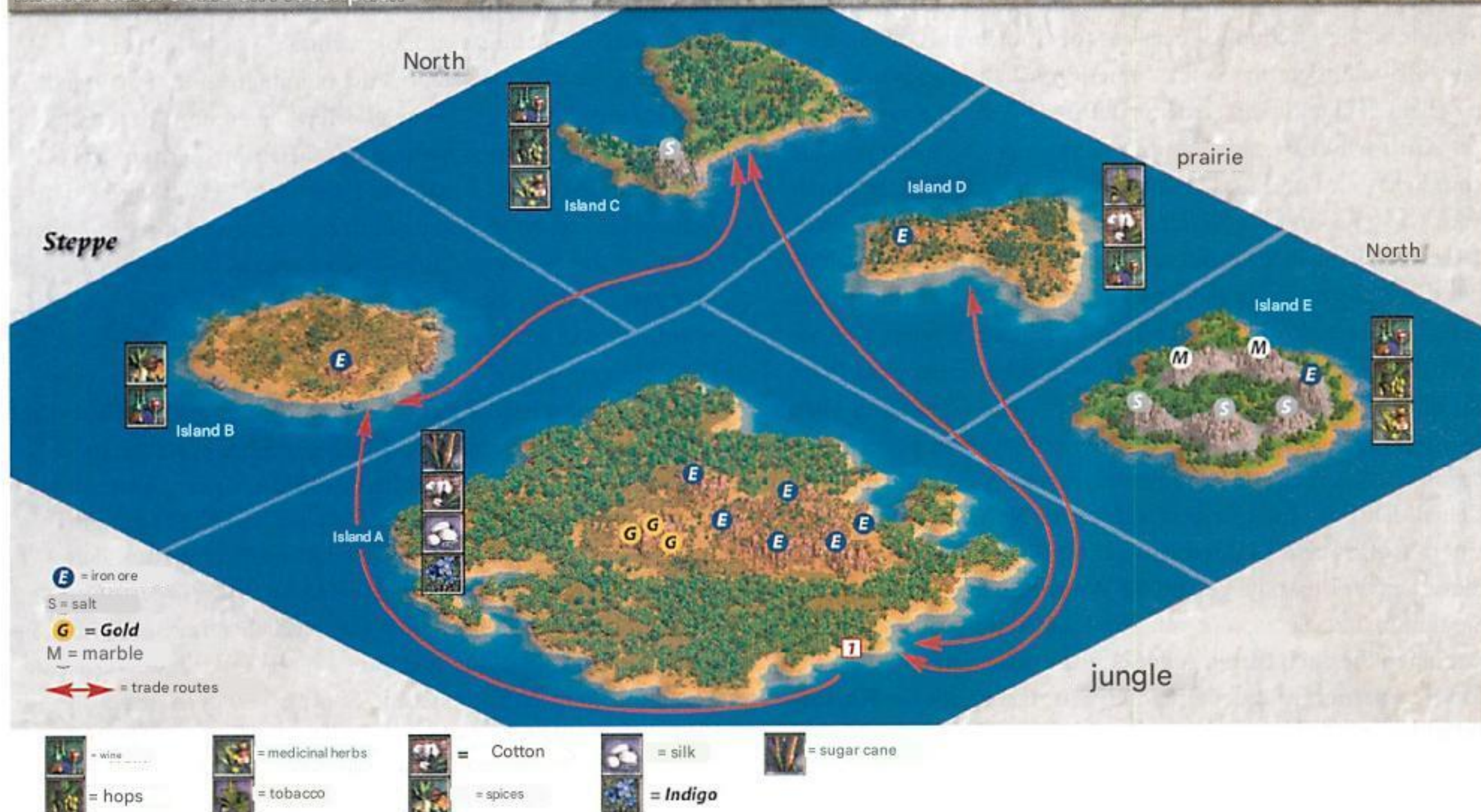
Rain. Always rain. Since you are suffering from gout and arthritis in the far north and the doctor has prescribed a change of climate anyway, you set off for the sunny south. There you want to find a nice spot where you can get your health back on track. Exotic food and long walks

Walks on the beach are waiting for you and will ensure that stress and overtime are soon forgotten...

Mission objectives

- 👑 Build a city with at least 2,000 inhabitants and destroy the pirate rabble.

Mission Card: Settle on Prescription



Mission conditions

👑 difficulty	★★
👑 Starting capital	25,000
👑 Number of computer opponents	0
👑 pirates (aggressiveness)	no
✓ Pirate's Nest	no
👑 Flying traders	no
👑 Fire	no
👑 Natural disasters	yes
👑 Special features	100t of tools available on the launch ship!

Mission solution

The sixth mission of the individual scenarios gives you a goal that is actually quite easy to achieve. It is already achieved if you own a settlement in which even just one residential building has reached the status of "citizen". So all you have to do is build a town through the "pioneers" and "settlers" phases and then create the conditions for the "citizen" civilization level. Since there are no pirates or computer opponents in this mission, the task is all the easier. Only the somewhat limited starting capital and the fact that there are no traveling traders make the task a little more difficult.

In this mission you will not find a northern island that is large enough for a sensible settlement. The largest island in the map world is the jungle island A - but of course it is also possible to build a town in the jungle climate. So keep course for island A and build your office at P1. Bring tools, food and wood from the ship to land and design the beginning of your new world as usual: Place 4 forest houses, 1 hunting lodge, 1 tannery and 2 sheep farms with 1 weaving room. Then expand your settlement area with 2 main market houses. It is best to orient yourself towards the west because that is where you will find the largest contiguous area that offers space for a good settlement structure (see illustration above). Then place the first residential buildings in the form of the tried and tested blocks of four around the second main market house and provide the residents with a salt and food stand as well as a fabric and leather stand. In this first phase, build a total of 32 houses so that your settlement will soon be populated by 256 pioneers. Start producing alcohol by establishing two small farms and planting potato fields in their catchment area. Your balance is positive with this equipment.

Then transfer another 50 tons of tools from the ship to the office and build the chapel in the middle of your settlement



On the large jungle island you first build a pioneer village with 32 houses.

and the inn. Continue the rise to the settler level as usual until you reach 80 inhabitants, after which you block the building materials. Instead, build 1 quarry and have 2 stonemasons work (see right). In order to be able to place iron and tool production in the next step, you have to wait for the first bricks. When the warehouse gradually fills up, build 1 ore mine, 1 small ore smelter and 1 forge. You can also place this production chain on the mountain ring in the right-hand part of the map, i.e. you do not necessarily have to expand your sphere of influence with another main market house. However, you may have problems with the market cart picking up the finished goods, which is why you build a third main market house a little further north (see illustration on the right).

Wait again until the stonemasons and blacksmiths have delivered enough bricks and tools, and then expand the food supply with 2 cattle farms and 1 butcher's shop. The next building project is to build a school in the center of the settlement. There, when you have 20 knowledge points, research the weaving mill. Then replace the weaving room with a weaving mill and place a third sheep farm as usual. Further research in the school is unnecessary, as you will not have to suffer from fires in this mission. So you don't need a fire brigade, and you don't need a well either.

Expanding alcohol production for the settler phase is not quite as easy this time, as you are settling in a jungle climate. There you can distill rum from sugar cane very efficiently, but unfortunately only when you have 360 citizens. You really should avoid building more potato farms, as they will only incur running costs that are disproportionate to the benefits. In this phase, you will have to build an external alcohol production facility, whether you like it or not, on the northern island C. To do this, load your ship with 18 tons of tools, 22 tons of wood and 12 tons of bricks.



Tobacco products that your citizens demand and, of course, a decent church.

Start with the tobacco and spice colonies. For these external productions you will of course need a second ship, and for that you will need ropes - in other words: 1 hemp plantation and 1 rope factory as well as 1 small shipyard. You will build all of these buildings on your main island. If you want, you can research the medium-sized trading ship at school and then order it from the shipyard. A small trading ship is perfectly adequate for your purposes. As soon as it is launched, load it with 13 tons of tools, 22 tons of wood and 16 tons of bricks. That is enough to build an office on the steppe island B and to establish 2 spice plantations. The first ship that travels on the transport route between the hop island and the main island can easily stop by the spice plantations and collect the harvest. To make it profitable, set up a tobacco and spice stand at home where you can sell the goods to the people.

With this amount of building material, you can build exactly 1 office, 2 hop farms and 1 brewery on island C. Your ship should then take over the transport of the full barrels from the beer island to the main island.

At home, you then increase your inventory to 40 residential buildings. You no longer have to pay as much attention to the settlement structure, because you no longer want to build any public buildings in the center, apart from a stand for – tobacco and spices (see below). Therefore, place the additional eight residential buildings in the center of the town.

As soon as the first shipments of alcohol arrive from Island C and you can count on the thirst and sales of 600 settlers, your balance will be positive again.

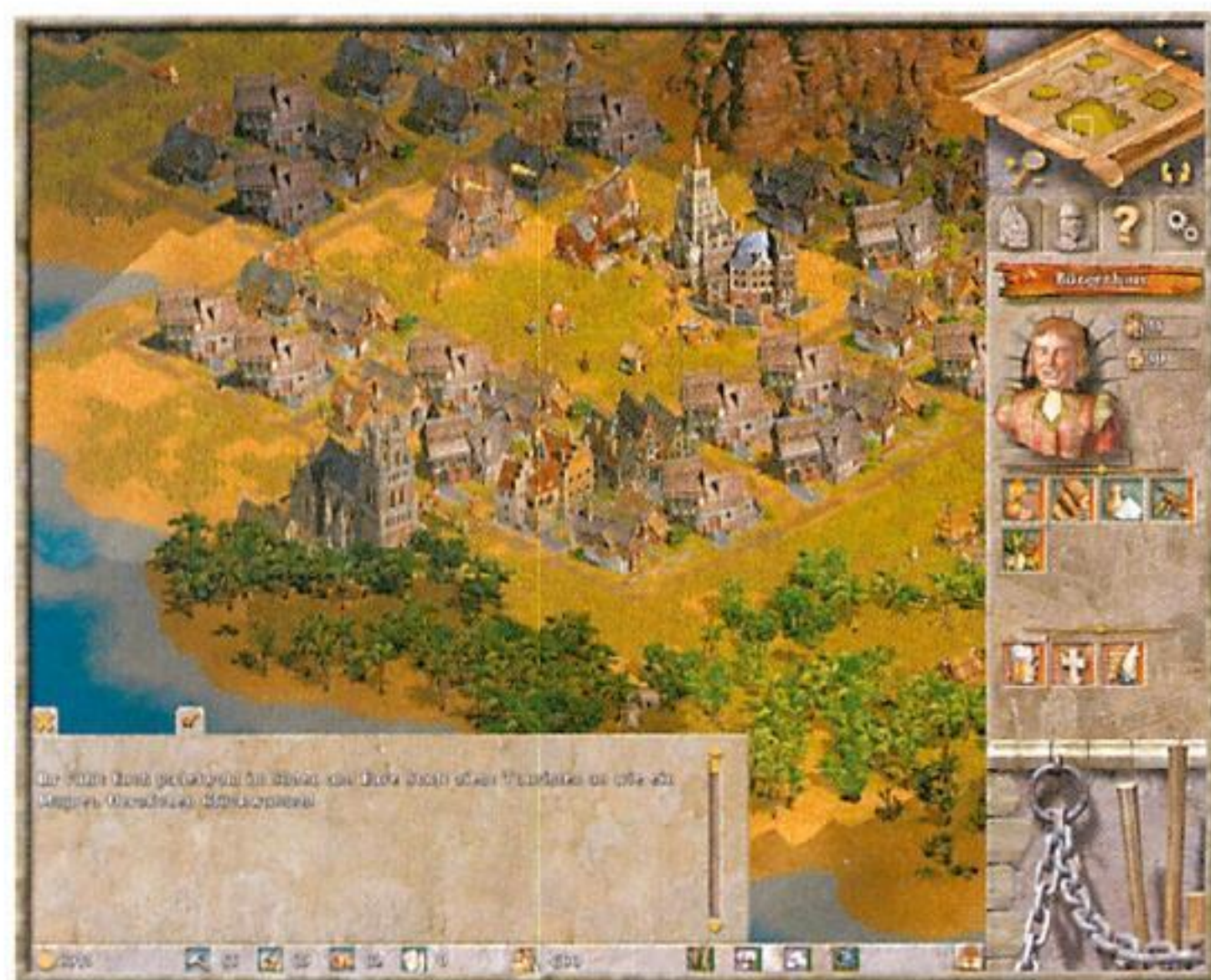
As far as the production of tobacco products is concerned, you will need 29 tons of tools, 36 tons of wood and 48 tons of bricks as building materials. With these, you can set up an office and two production chains for tobacco products on the prairie island D, i.e. establish 4 tobacco plantations and employ 2 tobacco processors. The automatic transport route on which you transport the tobacco products to the main island should be managed by the second ship. The buyers at the spice/tobacco kiosk will thank you for it.

As soon as the first goods from the colonies on the main island have been sold, the cash register will ring again and you can create the last prerequisite necessary for the jump to the citizen level: the church. You place it on the edge of the settlement. As soon as the first settler's house turns into a citizen's house, the sixth mission is already won.



With such a settler village and external alcohol production on the northern island of C, you will be in the black again.

Let your account balance grow to at least 10,000 gold pieces with this economic structure. What you still need to succeed in the mission are spices and



As soon as the first community center is built after the church is built, the mission will be successfully completed.

Scenario 7 The Archking

An impending war has prompted you to increase the iron ore production in your cities to a maximum. You need 170 tons per city to be able to manufacture new weapons. Your advisors believe that it is impossible to accomplish all of this in such a short period of time.

But what do they know...

Mission@goals

👑 Mine as much iron ore within the given time until each of your six cities store at least 170 tons!

Mission Card: The Archking



Mission conditions

👑 difficulty	★★
👑 Starting capital	80,000
👑 Number of computer opponents	0
👑 Pirates (aggressiveness)	no
👑 Pirate's Nest	no
👑 Flying traders, yes	
👑 Fire	Yes
👑 Natural disasters, yes	
👑 Special features	Ship well equipped with building materials; six colonies already founded at the beginning.

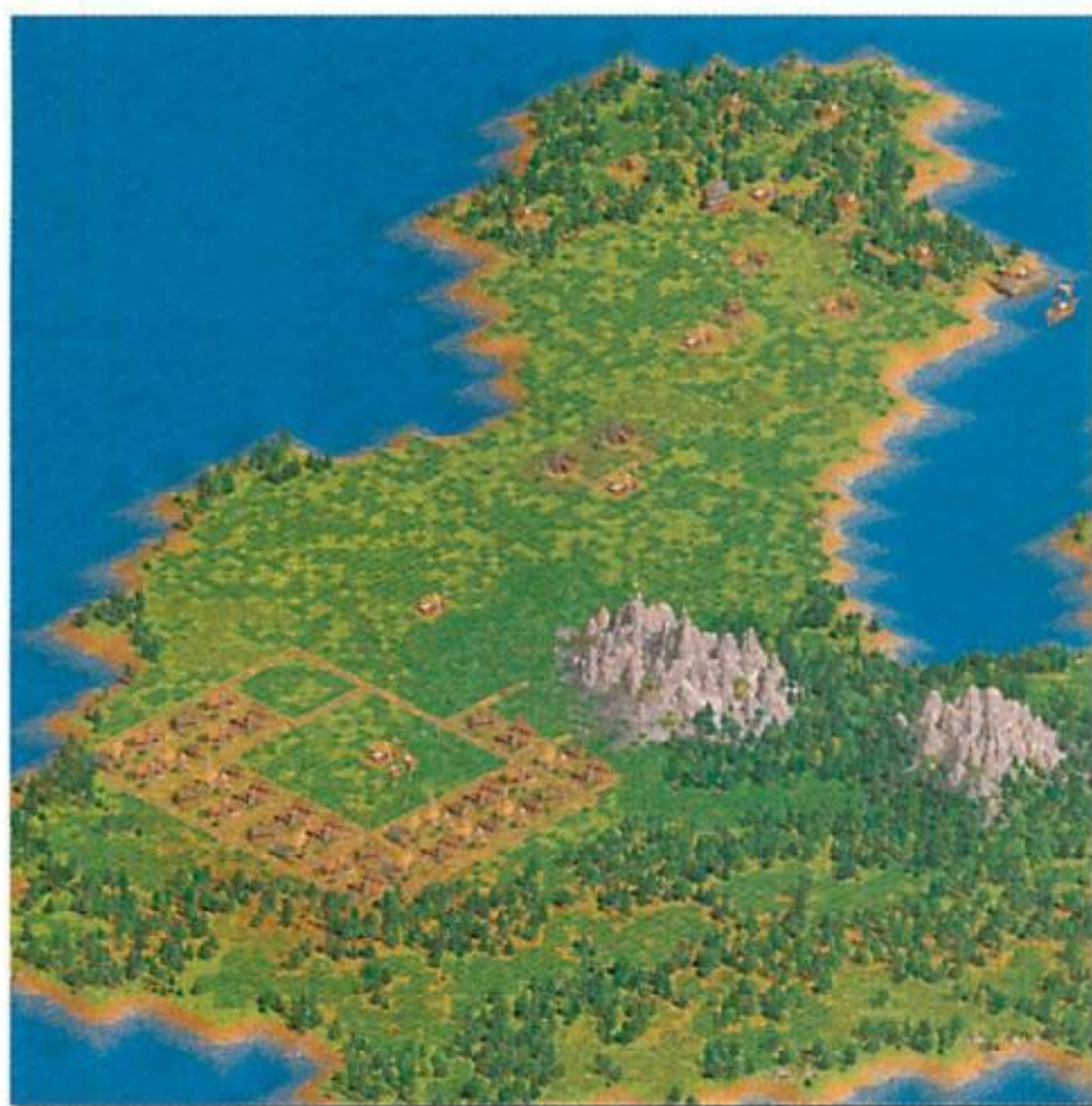
E = iron ore	S = salt	M = marble
🍷 = wine	🌿 = tobacco	🧶 = silk
🍺 = hops	🌱 = cotton	🌺 = Indigo
🌿 = medicinal herbs	🌶 = spices	🍷 = sugar cane

Mission solution

1 In this mission, you have already settled six islands at the start: one large island (A) and five other small prairie islands (B-F). With so many scattered offices, your operating costs are correspondingly high. But the above-average starting capital of 80,000 gold pieces more than makes up for this - in principle, with such an account, you have carte blanche, because a negative balance need not worry you for quite a while. Nevertheless, sooner or later you will have to make sure that you set up a functioning city that generates a positive balance. Otherwise, you will not be able to maintain the numerous new buildings that are needed to fulfill the mission objective.

However, you do not have to progress further than the civilization level, citizen.

You start building your main island on the large northern island A, of course. From the office there, set off northwards with a main market house and build 5 forestry houses, 1 hunting lodge, 1 tannery, 2 sheep farms and 1 weaving room. Then expand your settlement area southwards with 4 main market houses so that you can build your town on the large, connected area in the southwest. As usual, place the pioneer huts in blocks of four around the furthest forward main market house. In this early phase, there can be 32 residential buildings; there are also market stalls. Finally, as in the endless game tutorial, build 2 potato farms and thus ensure the first alcohol production, which you initially only store. Wait until the supply has grown to 10 t, and then initiate the change to the settler phase by building an inn and a chapel. By the way: This time, of course, you won't be buying tools or similar items from street vendors!



In the pioneer phase, you expand your sphere of influence with a total of 4 main market houses to the south, where you build your settlement.

In the settler phase, it is best to follow the endless game tutorial as much as possible, but with a few differences: Build 2 blacksmiths instead of just one (to do this, you must expand your area of influence with another main market building in the direction of the eastern mountains, where you find the iron ore). In addition, you should increase the number of residential buildings to a total of 52 residential buildings (= 780 settlers) during the settler phase, some of them in the center of the settlement. In addition, you must research the fire department early in the school and then build it in the center of the town), as well as the weaving mill. Even before you start producing spices and tobacco products, increase your

Fabric production on 2 production chains (sheep farms/weaving mills), your alcohol production on 3 production chains (hop farms/brewery) and food production on 2 production chains (cattle farms/butchery).

The annoying potato farms that you no longer need fall victim to the pickaxe. Instead, a hemp plantation with rope factory should find space in your settlement. You should also not forget the shipyard, which still has some time to go. First of all, you need to cover needs: you naturally grow spices on the only steppe island K and tobacco on one of the prairie islands that have already been developed, e.g. island B. You also start these two productions on a large scale so that the supply is sufficient for the citizen phase. So create 5 spice plantations and start 3 production chains for tobacco products (a total of 6 plantations and 3 tobacco processors). With what you have in the bank, you can easily afford such generous productions. You also have the advantage of already accumulating a stock of all the necessary goods for the citizen phase. This time, your ship takes over the automated transport of both the spices and the tobacco products to the main island. When you are ready to move to the Citizens phase by building a church, the countdown should show about 80 minutes left and your account should have a balance of about 30,000 gold pieces.

When the demand for tobacco and spices is met for many of the settlers' houses, build the church so that the settlers can become citizens. Stop the civilization boost at the 200 mark by blocking the building materials as usual. Then build a new production chain for food with 4 grain farms, 2 mills and 1 bakery and place a salt mine with a saltworks. Then release access to materials again and wait until all the half-timbered houses have developed into citizens' houses. That makes 1,456 citizens. Your overall balance will now noticeably improve, i.e. you



With 52 residential buildings and a supply of almost all necessary goods (except tobacco and spices), you have about 80 minutes left and move into the citizen phase.

will generate a profit of around 500 gold pieces. In the meantime, research the medium-sized trading ship and the large ore mine at the school. In the shipyard, you also commission a small trading ship and 2 medium-sized trading ships. Then you should tear down the hemp plantation and the rope factory without worry.

When the towns have finally reached the citizen level and building materials are slowly accumulating in the warehouses again, you can tackle the actual mission objective. You have to mine iron ore and distribute it across all six islands. Choose island J as the location for the mining industry, where a rich ore deposit in the mountains is waiting to be plundered. Wait until you have 35 tons of tools, 86 tons of wood and 30 tons of bricks in stock. You then load this amount onto one of the medium-sized trading ships and sail to island J. Then you can tear down the quarry and the two stonemasons, because you won't need any more bricks for the rest of the mission. After landing, build an office on the south coast and bring the building materials ashore. Then place 2 main market houses a little further north and 3 large ore mines in the mountain range. You will then of course have to connect the tunnels and the main market houses with dirt roads so that the mined ore can be transported to the warehouses. This ore production on island J must be fully established by the time the countdown shows 50 minutes left, otherwise you will run out of time if you want to complete the mission!



On island J you will set up iron ore mining with 3 large mines.

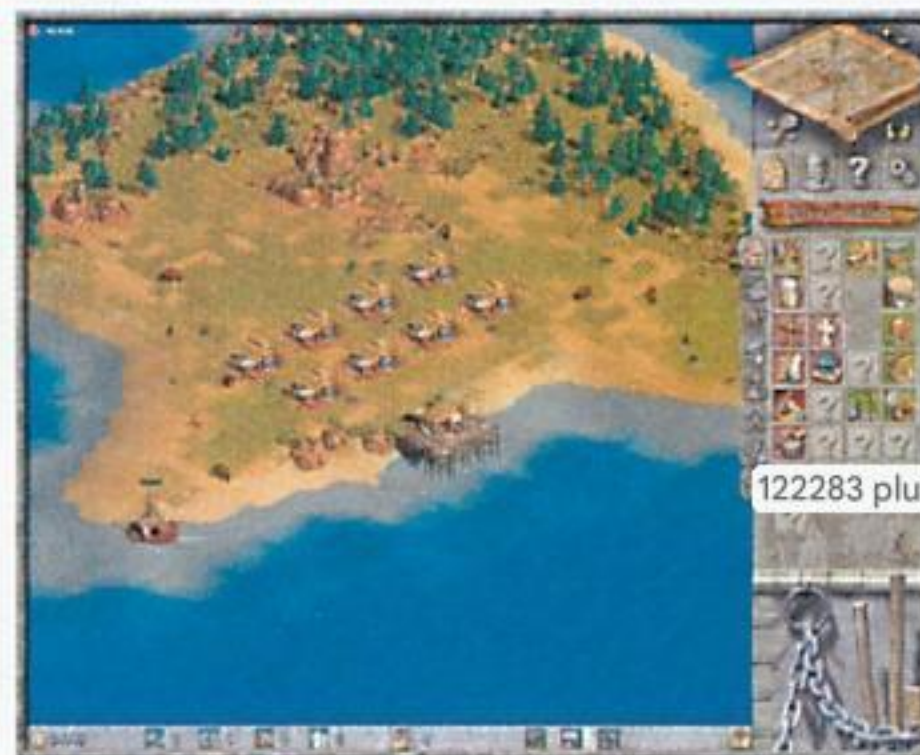
Then park the two medium-sized trading ships in front of the office on Island J and load each of them with 170 tons of iron ore one after the other. Then send the first ship with the first 170 tons to one of your islands, e.g. Island B, where you deposit the iron ore. While this trading ship is on the move, gradually move the next 170-ton load into the cargo holds of the second ship on Island J.

Danger

The two main market buildings and the office on Island J only offer a total storage capacity of 90 tons. Therefore, the medium-sized trading freighters must be continuously loaded with ore if a production backlog is not to occur because the island's storage rooms are overloaded!

In order to be able to deposit 170 tons of iron ore on each of the five colonies B to F, you first need enough storage space on each island for such quantities. To do this, you need to build 8 main market houses on each of the five prairie islands! Together with the respective office, you then have 170 tons of storage space on each base. Your small trading ship transports the building materials you need to expand your storage capacity, while you load the medium-sized trading ships with iron ore on island J. Coordination is required in this phase, because you have to switch back and forth between the three ships. For a complete set of eight main market houses on a prairie island, you need exactly 24 tons of tools and 56 tons of wood. You bring this amount to the office on site with the small trading ship and start building. Then you return to the main island, collect another load of materials and head for the next island, where you land again with 24 tons of tools and 56 tons of wood and build your main market houses, etc.

In this way, you will gradually be able to supply each of the prairie islands with 170 iron ore. Last but not least



On each prairie island you need 8 main market houses plus an office to store the required 170 tons of iron ore.

you then have to bring the same amount back to your main island. Remember in good time that you will also need the storage space of a trading post and eight main market houses there (even if they have reached level III there). If everything goes well, you should have reached the mission objective shortly before the countdown ends.



On the main island you also need 8 main market houses in addition to the office in order to be able to store 170 tons of iron ore.

Scenario & Many Little Juselu

You are on a long journey and have not seen land for months, let alone felt it beneath your feet.

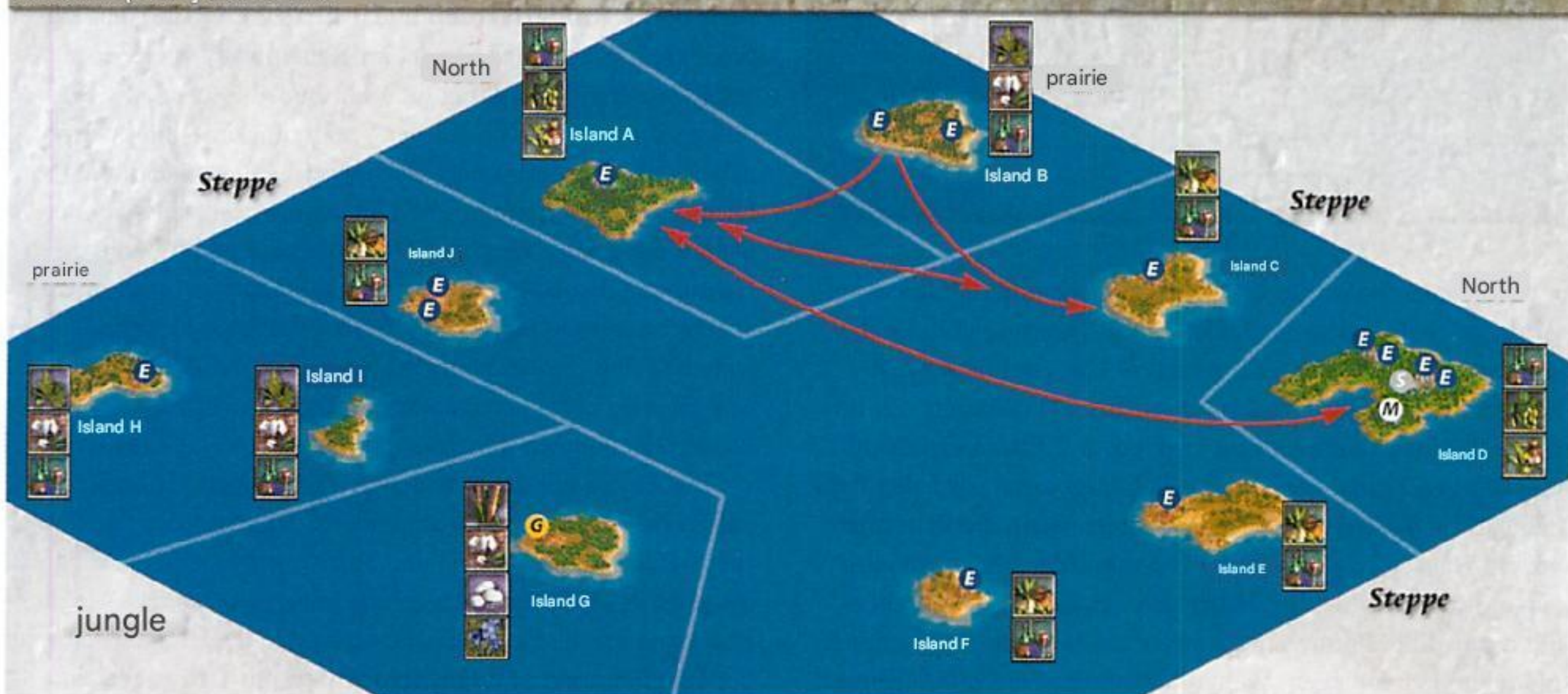
When numerous small islands appear on the horizon, you have had enough of sailing and let your people know that you are

region wanted to found many fine towns...

Mission objectives

- Build as many cities as you need until you reach a total population of 1,000.

Mission Map: Many Small Islands



Mission conditions

difficulty	★★
Starting capital	30,000
Number of computer opponents	0
pirates (aggressiveness)	no
Pirate's Nest	no
Flying traders	no
Fire	no
Natural disasters, yes	
Special features	2 starting ships with a total of 200 tons of wood, 125 tons of tools, 50 tons of food and 2 scouts on board.

E	= iron ore	= salt	G=gold	M = marble	↔	= trade routes
W	= wine	T	= tobacco	S	= cotton	
H	= hops	Sp	= spices	Si	= silk	
MH	= medicinal herbs			I	= Indigo	
				Su	= sugar cane	

You can simply distribute the buildings in a single city, but you can comfortably accommodate the entire building mass in a single city. Just proceed as in an endless game, with the difference that this time you strictly separate the settlement and its supplies. You build the city on island A and the supplies on island D. To do this, send the ship with the food supply to island A and the other to island D. There you start by building a basic supply in the form of 4 forest houses, 1 hunting lodge, 1 tannery, 1 main market house, 2 sheep farms, 1 weaving room and (a little later) 2 potato farms. As soon as the houses are on island A, you send the ship on a transport route with food, leather, alcohol and fabrics.

On island A, you establish an office and build 1 main market house in the middle of the island near the mountains. Load all the building materials into the office and then create your city architecture - as mentioned, 36 residential buildings are required. The following illustration shows how you can place this number:

Mission solution

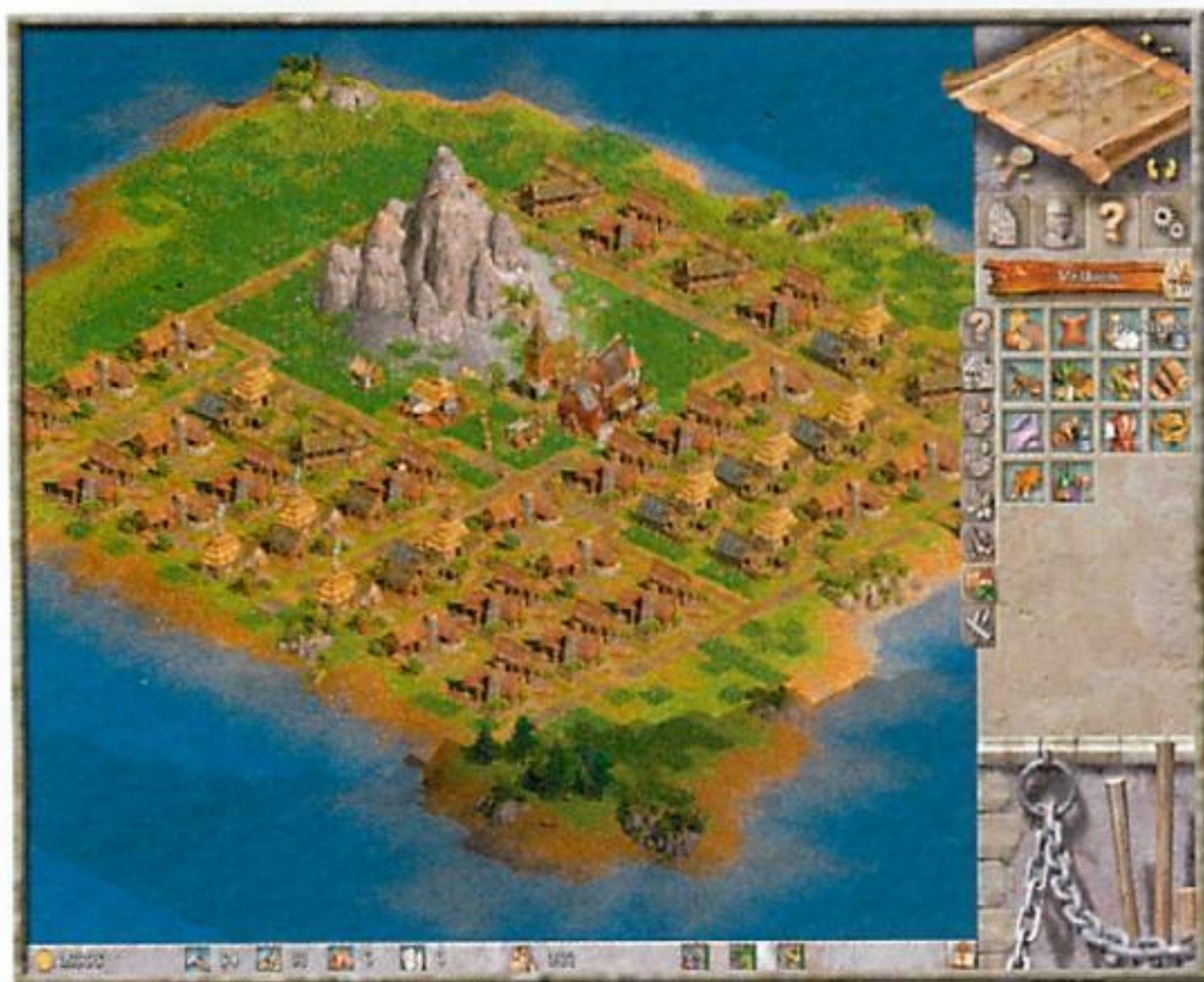
In order to reach the required 1,000 inhabitants, you need 36 townhouses. You do not have to divide this total number of houses between several towns.



On island A you establish a city with 36 residential buildings.

You must continue to experience the pioneer phase in the following minutes by transporting leather, fabrics, food and alcohol from island D to island A. During this time you can shut down your four forest houses on island D - in this case you will be able to enjoy a positive balance of around 50 gold pieces. However, your food supply will melt away like butter in the sun when the residents of 36 houses are living off it.

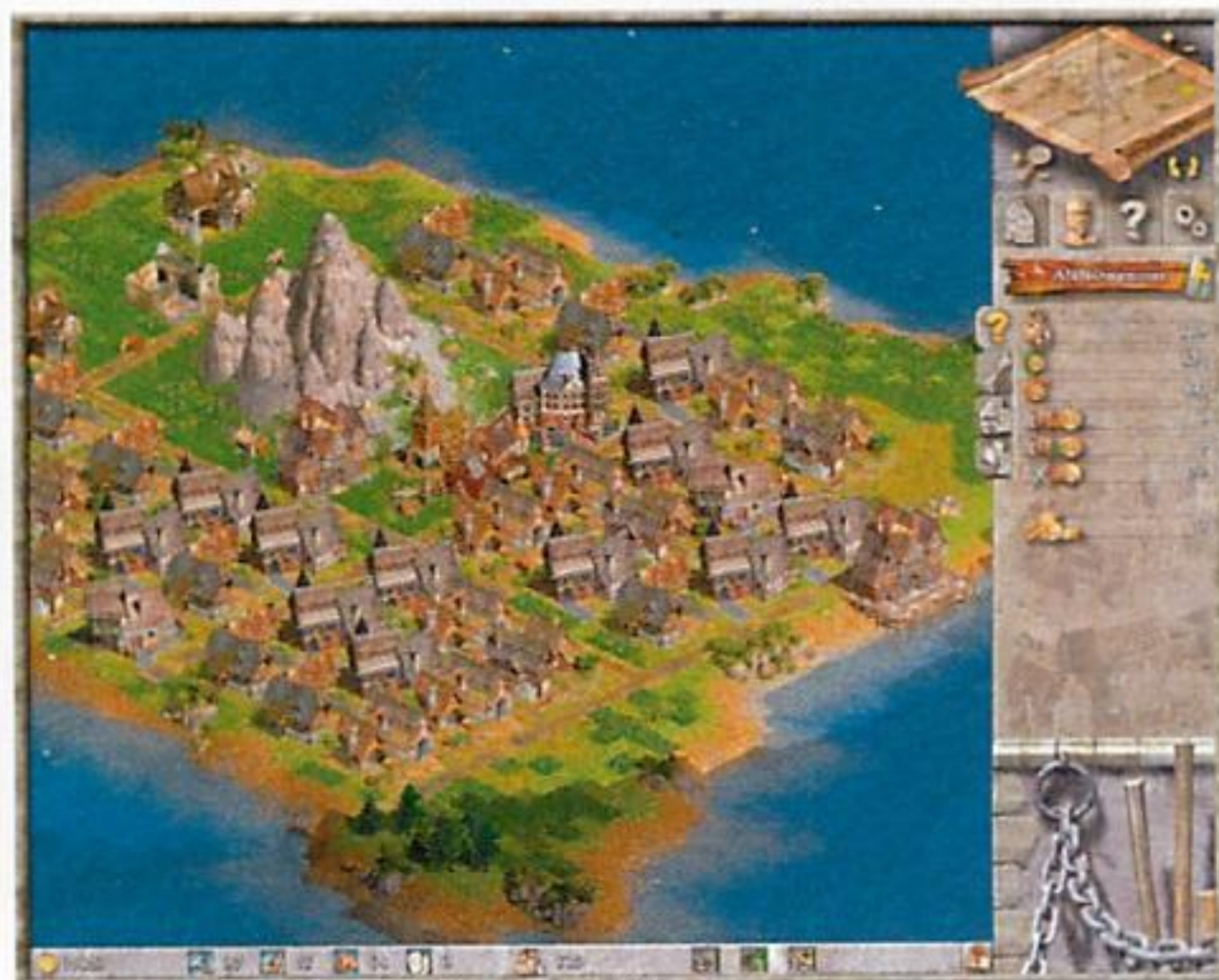
Therefore you should not wait too long before you start the settler phase in order to then force food production with cattle farms and a butcher's shop. For this reason, just wait until you have a 10 ton alcohol supply and then start the transition to the settler phase by building a chapel and an inn. If you wait longer and want to hoard large quantities of alcohol, you will soon have problems with food supplies and your settlement will be mercilessly set back.



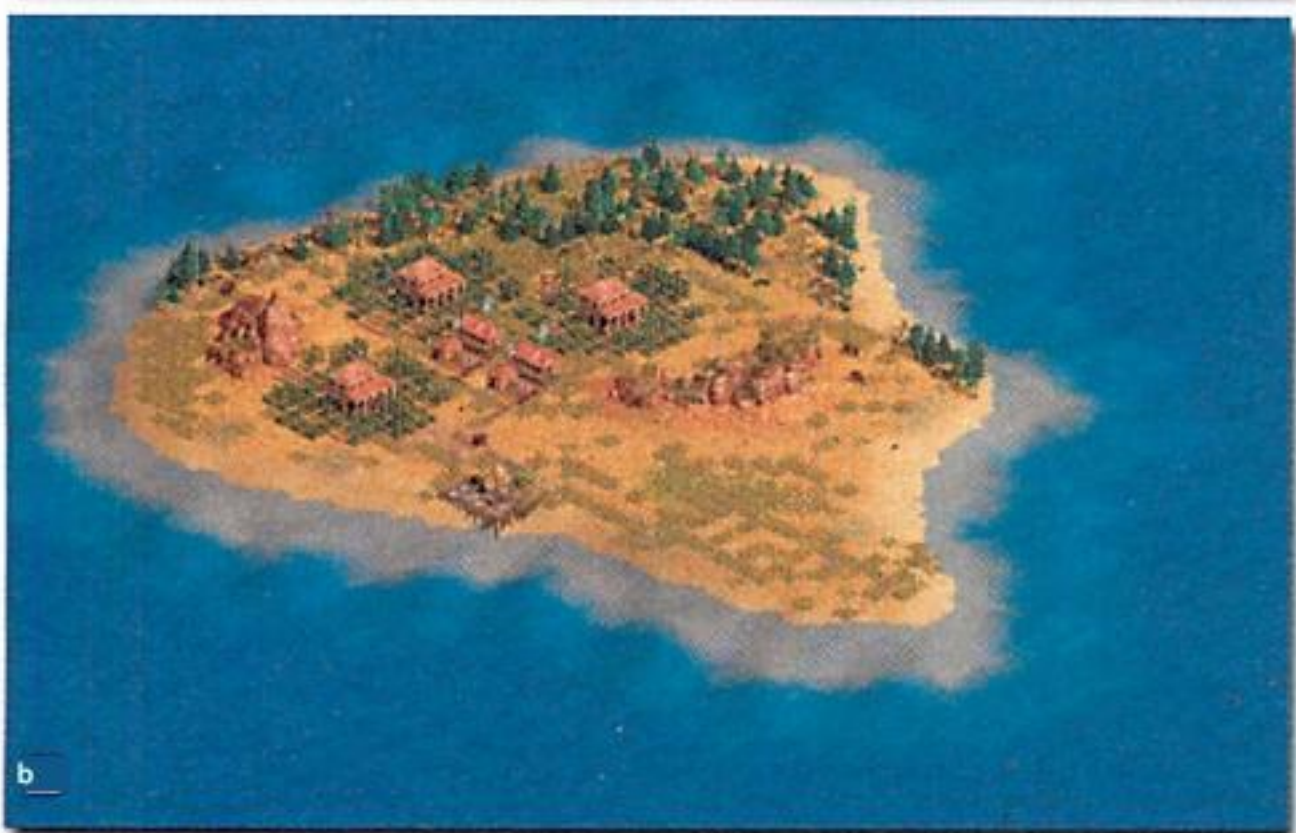
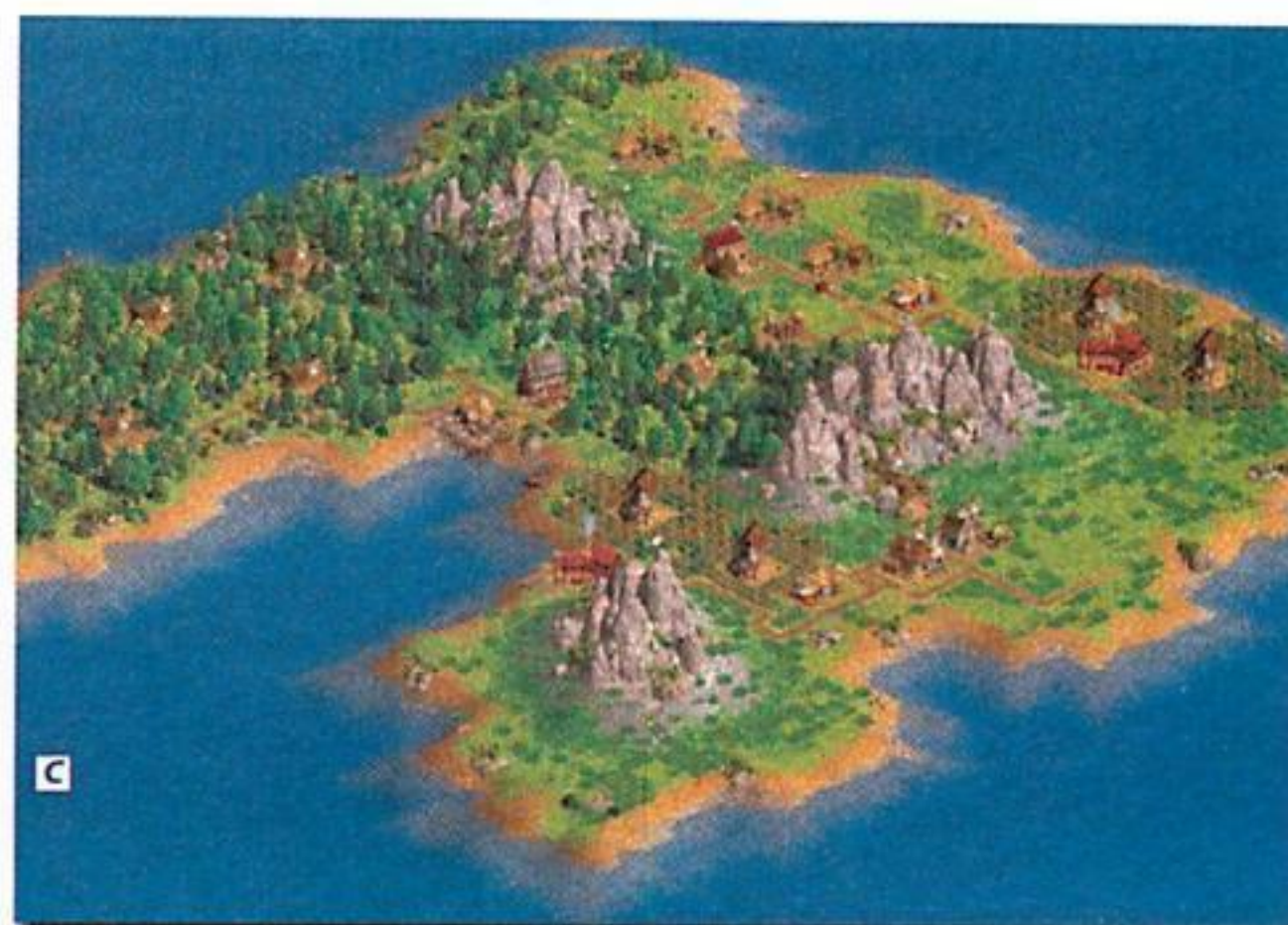
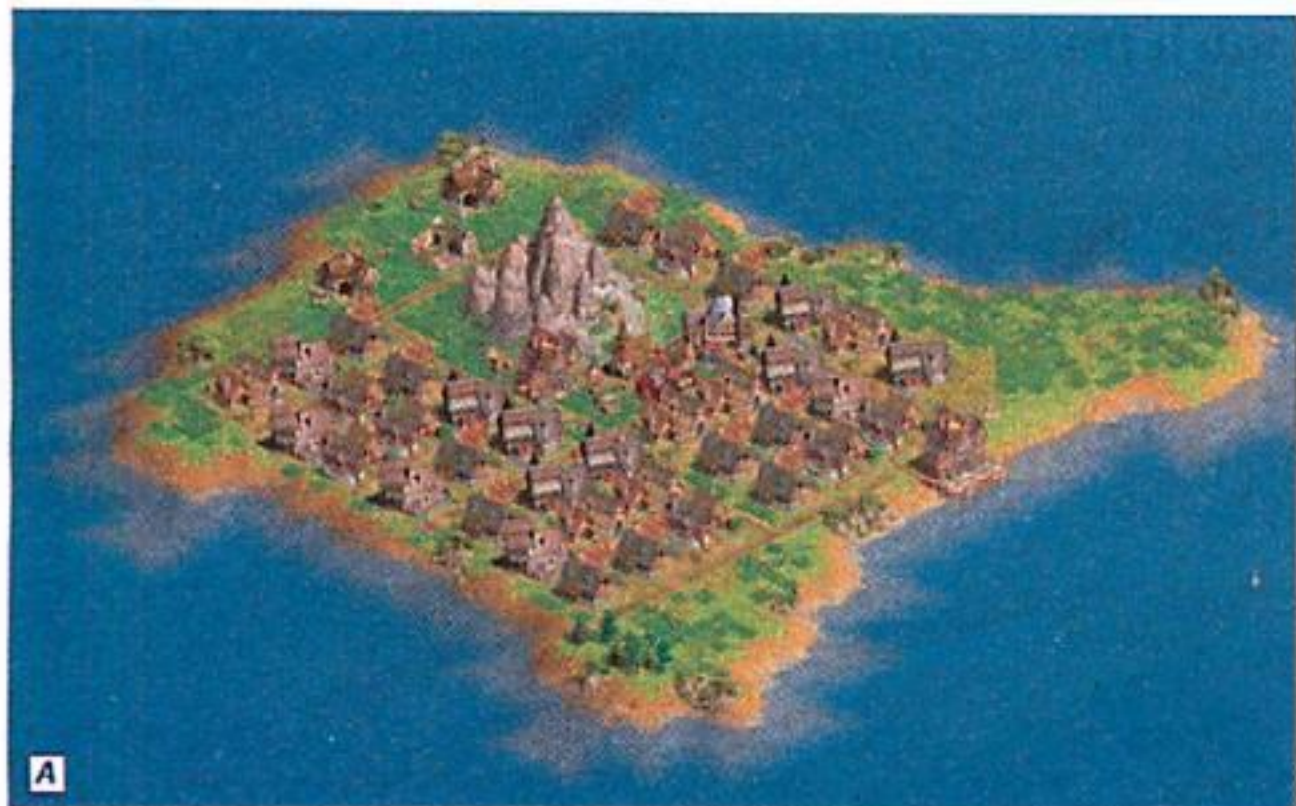
As soon as you have 10 tons of alcohol in stock on city island A, you initiate the transition to the settler phase.

Let the development progress until the population reaches 80 settlers and then stop issuing building materials. On supply island D, build 1 quarry with a stonemason and first collect a few units of bricks. Then place a third main market building there as well as iron and tool production in the form of 1 ore mine, 1 small ore smelter and 1 forge. Use the second ship, which is not busy with the automatic transport route, to bring tools, wood and bricks to city island A and then build 2 cattle farms and 1 butcher shop there for food production. Remember to delete the transport order for food in the route plan for the first ship, which you have only produced on the supply island so far. Otherwise, too much food will accumulate in the city island's warehouses and the ship's holds can no longer be emptied. This would block it with superfluous food units that can no longer be unloaded in the city office. In this case, other goods (fabrics, leather or alcohol) will of course be left behind because they can no longer be loaded at the production office. So you have to organize the transport a little.

Use the second ship to transport enough building materials to the city island A and lift the blockage on the building materials. Then allow the rise of civilization to continue until you have 360 settlers, so that you get the option to build the hop farms. Then build 2 hop farms with 1 brewery on the supply island. As soon as this new alcohol production chain starts working, tear down the two potato farms. Finally, build the school, logically on the city island, and research the weaving mill. Replace the weaving room on island D with a weaving mill and build a third sheep farm in the immediate vicinity. Finally, allow a total of 540 settlers to develop on the city island. With this constellation, you will then have a slight balance surplus.



If your city island has completely switched to settler status, you can show a slight balance surplus.



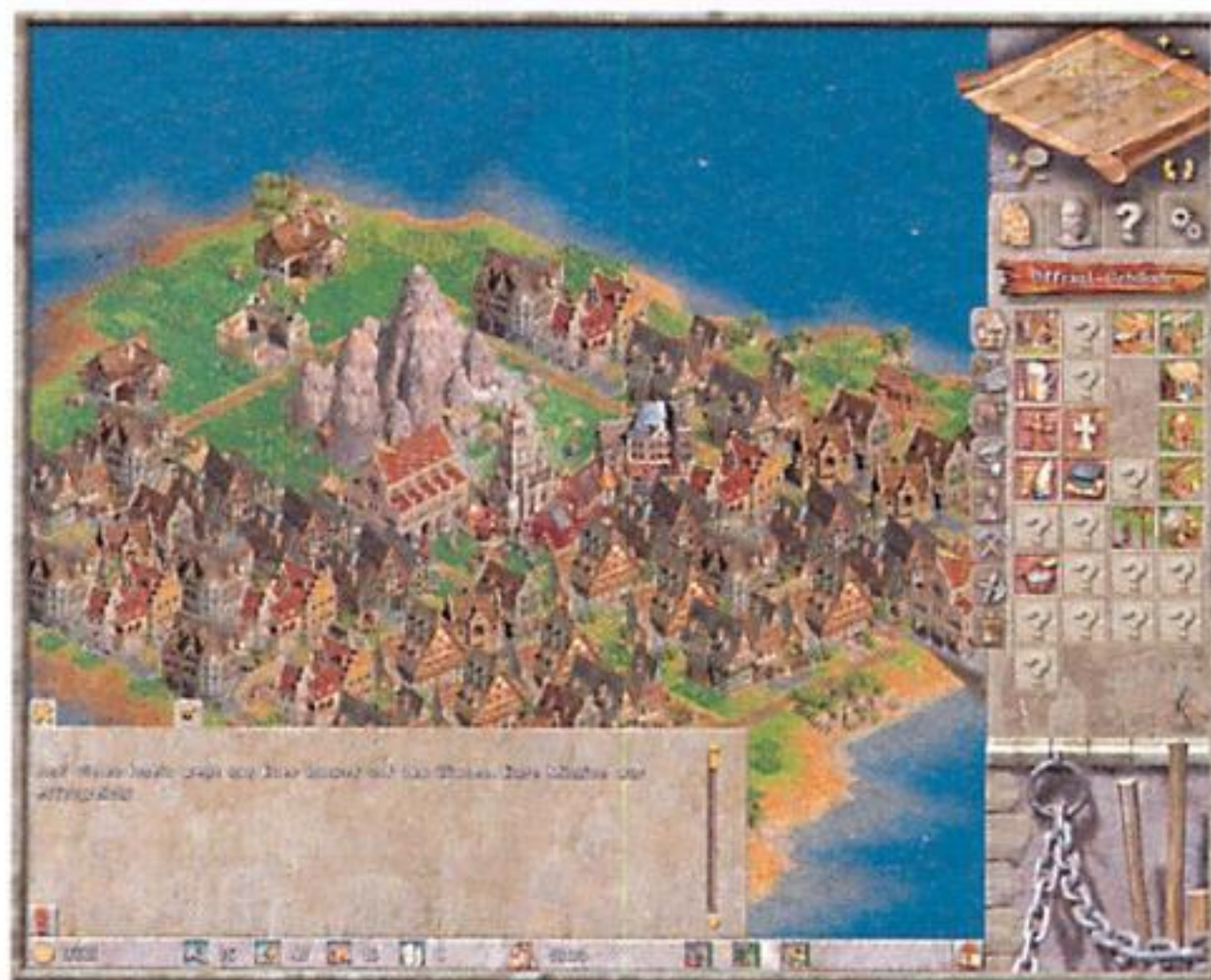
The 4 populated islands at this time.

In the following, you have to take care of the correct transport of goods to your city island. Basically, you let the supply ship take turns bringing food and wood to the city island. From time to time, however, you should also bring tools with you - due to the still scarce supply of alcohol, individual houses can fall back into pioneer huts, so you should always have building materials available on island A. The other three goods - leather, fabrics and alcohol - are of course still permanently brought to the city island.

Meanwhile, you can use the second ship to take care of the production of tobacco and spices. Set up 3 tobacco plantations with 2 tobacco processors on island B, and place 2 spice plantations on island C. Ship number two will then also take over the transport of the smoking goods and spices to the city island, where a tobacco and spice stand sells the exotic necessities. You can also increase the somewhat limited alcohol quota by setting up another production facility with 2 hop farms and 1 brewery on the supply island. Your balance should then be clearly positive, so that your account balance can recover.

Fill the warehouses on the city island to the brim with food, alcohol, spices and tobacco products. Then use the second ship to create the largest possible amount

of building materials (especially bricks) to the city island and build a church to ensure that you are promoted to the middle class. You must then repeatedly supply building materials so that all settler houses can develop into middle class houses. Your storage supplies should actually be able to withstand this development; if not, then replenish food production or materials. As soon as all 36 residential buildings have been promoted to middle class houses, you have won the mission.



Mission goal achieved.

Scenario 9 Disruptive influence

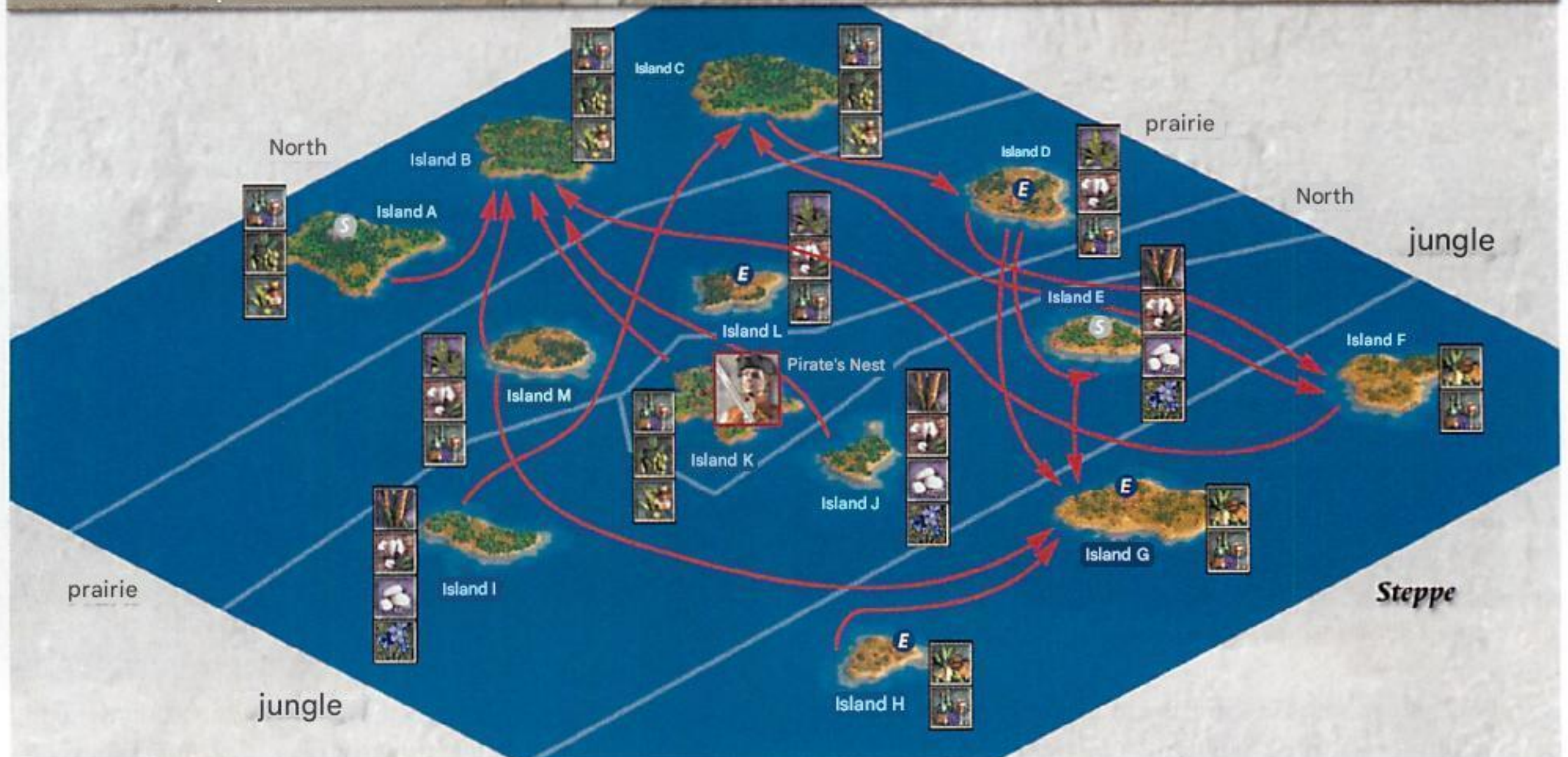
You arrive at a group of islands that a wicked pirate has claimed for himself. With the task of settling 3,000 inhabitants on these islands, you have already taken on enough work, now you have to protect your belongings

also defend against nasty pirates.

Knowledge goals

- 👑 Build as many cities until you reach a total population of 3,000!

Mission Card: Disruptive Influence



Mission conditions

👑 difficulty	★★★★
👑 Starting capital	30,000
👑 Number of computer opponents	0
👑 pirates (aggressiveness)	yes (very aggressive)
👑 Pirate's Nest	Yes
👑 Flying traders	no
👑 Fire	no
👑 Natural disasters	Yes
👑 Special features	2 starting ships with lots of Wood, tools and food as well as a small amount of rope on board.

Mission solution

The penultimate scenario is very similar to the previous one, because in this mission too the map world only shows a limited number of islands, which cannot exactly be described as large. In contrast to the

E = iron ore	S = salt	↔ = trade routes
🍷 = wine	🚬 = tobacco	🧶 = silk
🍺 = hops	🌱 = cotton	🧦 = Indigo
🌿 = medicinal herbs	🌶️ = spices	🍷 = sugar cane

As with the previous mission, you now have two additional hurdles to overcome: firstly, you have to accommodate 3,000 inhabitants this time and secondly, a pirate is causing trouble in the island world. But: since your ships are not armed anyway, you should hoist the white flag on all ships straight away, so you are safe from attacks for the time being. The pirate will also prove to be a useful trading partner.

For the 3,000 inhabitants that are required this time, you should aim for the citizen level again. For this number, you mathematically need 108 citizen houses. But because the islands are so small, you cannot simply build so many residential buildings as a single city, but must distribute them across several settlements: three cities with 36 residential buildings each. You place the respective suppliers for essential goods on other special supply islands. In addition, at least in the initial phase, you have a worthwhile trading place at your disposal in the form of the pirate nest, which you can

should (and must) use it diligently. The whole thing promises to be a logistical challenge. The basic outlines of your strategy are that you build the three cities one after the other and first develop each location into a flourishing and well-supplied town of 36 residential buildings before you establish the next settlement.

So build the first of the three cities. Place the supply structure on island A and the city itself on island B. To do this, send the ship with the food supply to island B and the other to island A. There you start building the basic supply in the form of 3 forest houses, 1 hunting lodge, 1 tannery, 1 main market house, 2 sheep farms and 1 weaving room.

Then send the ship, which is now anchored off island A, to the pirate's nest on island K. Buy up all the alcohol and tool supplies in the office there. The supply of alcohol will then be continually renewed (until you reach the citizen level), but the range of tools will not. Instead, food will be sold in this slot later - and this food supply is constantly renewed. When it comes to the supply of alcohol and food, you can rely entirely on purchases from the pirate office for the first city! Your own production in these areas (except for the hunting lodge on island A) is not necessary for this city for the time being. You only have to start producing your own when you enter the citizen phase, when the pirates no longer trade alcohol.

On island B, you set up an office and build a main market house in the middle of the island. Load all the building materials and food into the office and then create your city architecture with the 36 residential buildings (see illustration below). Unload the alcohol you have bought there and set up an automatic delivery route with the small trading ship: wood, fabrics, food and leather from supply island A to city island B. (Later, you will take alcohol and salt instead of wood - see below. You will have to adjust this route a few times.)

In the next few minutes, you should use the medium-sized trading ship to buy more alcohol and food from the pirates' office and bring it to the city island B. If the supplies are large enough, you can soon start the settler phase by building a chapel and an inn on island B. Let the development progress as usual until you have 80 settlers and then stop issuing building materials. On the supply island A, you then build a quarry and stonemason, first collect a few units of bricks and then transport them to the city island. Of course, you also continue to buy alcohol and food from the pirates and bring the goods to your office.

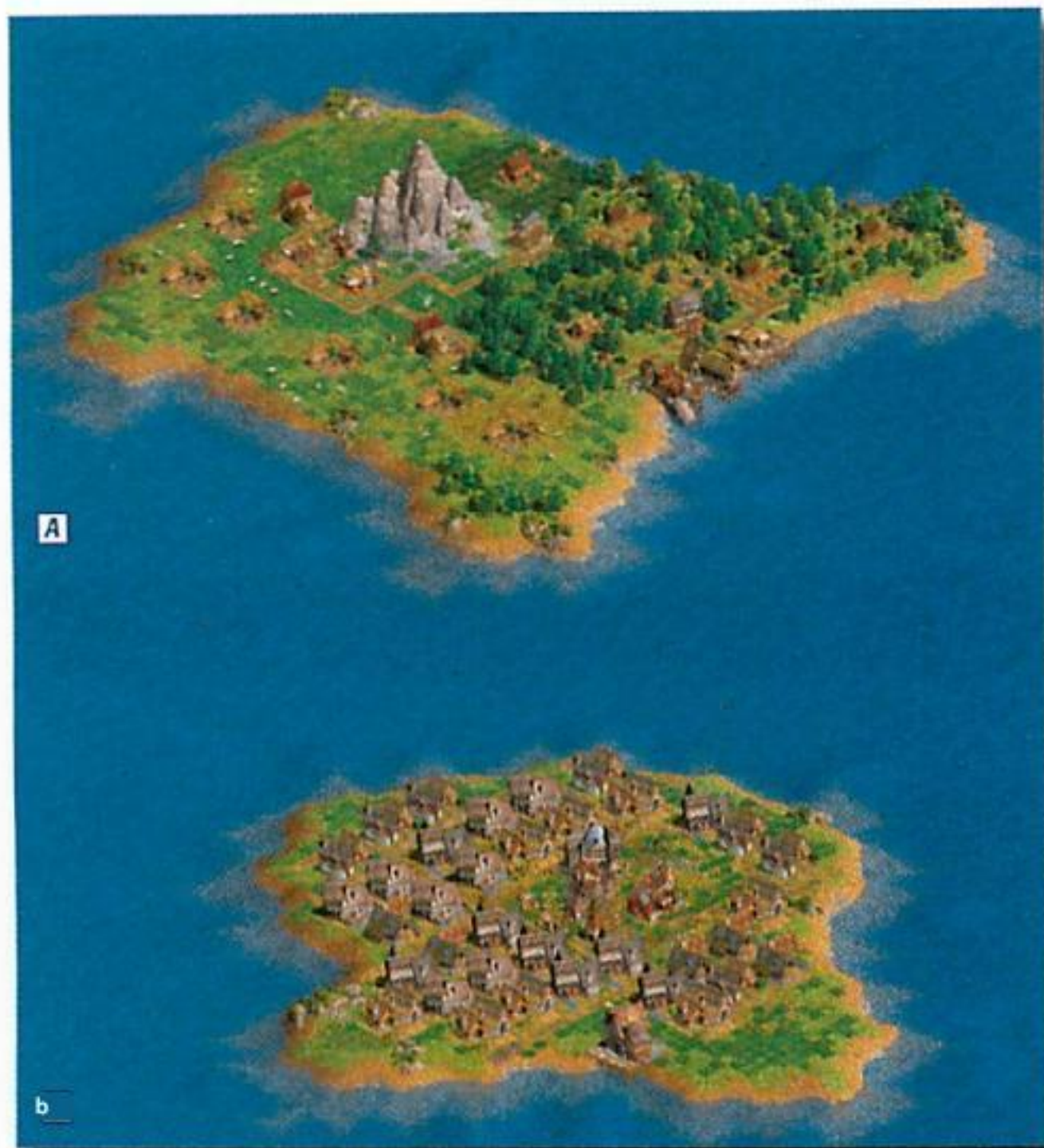
Because there are no free traders in this mission, you will be left empty-handed when it comes to tools as soon as the offer in the pirate office stops. Therefore, you must

In the next step, you will develop another island on which you can produce tools. The prairie island L is ideal for this, as it is relatively centrally located. Build an office, a main market building, 1 ore mine, 1 small ore smelter, 1 forge and - very importantly - 1 forester's house, as the forge and ore smelter need wood to process the iron. The forester's house saves you an unnecessary transport route on which you would have to deliver the fuel. From now on, you will always pick up tools from this tool colony when you need the material elsewhere.



On the prairie island L, you build a tool production facility.

Finally, build the school on the city island (don't forget the bricks!), where you first research the weaving mill. Then replace the weaving room on the supply island with a weaving mill and add a third sheep farm next to it. Also build a second fabric production chain with 1 weaving mill and 2 sheep farms, because you will need fabrics to build new ships. Only transport small amounts of fabrics (approx. 6 t) to the city island so that the surplus can accumulate on supply island A. Of course, you still need a small shipyard there for shipbuilding and 1 hemp plantation with rope factory for the rigging. Finally, continue the development of a total of 540 settlers (with 36 residential buildings) on the city island. Order a small trading ship from the shipyard (ship number 3), on which you will first hoist the white flag. Then send it on a transport route between the pirate office and the city island: you buy alcohol and food from the pirates and unload the goods in your own city office. With this constellation, you have a slight balance sheet surplus as soon as the expenditure on pirate purchases has calmed down a bit - because of course not all of the available quantity is always purchased or consumed on the city island. In fact, you will have to adjust this route several times as the game progresses.



The supply island A and the city island B at this time.

With the medium-sized trading ship, you can start to take care of the first luxury goods and set up production facilities for them: tobacco production with 4 tobacco plantations and 3 tobacco processors on island M and spice production with 3 spice plantations on island F. Build another small trading ship (number 4) that raises the white flag as a precaution and then takes over the transport of tobacco products. You can take the spices to the city island with the medium-sized trading ship, where a tobacco and spice stand sells the exotic necessities.

Another small trading ship (ship number 5) then regulates the transport of bricks, tools and wood to island B, because there you can switch to the citizen phase by building a church.

When you start this ascent, the supply of alcohol at the pirate's office will dry up, so you will have to find other sources for your citizens. To do this, build 2 hop farms and a brewery on supply island A and a little later, when you have 200 citizens in your city, build 4 sugar cane plantations with 2 rum distilleries on jungle island J. You regulate the transport like this: the fifth ship picks up the alcohol from the sugar cane island, and on island A there is already a ship loading fabrics, food and leather into the city, so it can take the alcohol with it too. On supply island A you can also build a salt mine and a saltworks. Then replace the transport of leather from this island with salt, but only temporarily, as salt consumption is lower than production, so that the permanent loading of more salt sacks would block the cargo holds of your ship. Build another ship

(number 6), which brings additional building materials to the city island so that all 36 residential buildings can be developed into town houses and you can thus reach 1,008 inhabitants.



The first city island B has finally completely switched to citizen status and has well-stocked warehouses.

Since you have a pleasingly positive balance with the first city foundation and the support from purchases in the pirate office, you let your account continue to grow in the next few minutes. Then set off with ship number 6 to found the second city, on island C. Build an office there and 2 main market houses, with which you will take over the whole island. For this **second settlement, you must strive for self-sufficiency in terms of food supplies.** Since you are already in the citizen phase with the first city, you do not have to bother with hunters, but can set up the effective food production chain of grain farms, mills and bakeries on island C. Therefore, first set up 3 grain farms with 2 mills and 1 bakery on the right side of the island. Then build the 36 residential buildings with all the necessary market stalls on the left side. Without hunters, you now lack leather - so transport 50 tons of leather from supply island A to the second city island C. Enough leather has now accumulated so that you can repeat this transport several times in the next few minutes. You organize the alcohol supply for island C as follows: On the island itself, you build 2 hop farms with 1 brewery and you get the rest on the jungle island I. There you place 4 sugar cane plantations and 2 rum distilleries and also fabric production for the new city by building 4 cotton plantations and 2 weaving mills. A new medium-sized trading ship (ship number 7) takes over the transport of fabrics and alcohol from island I to island C. To do this, you must of course have researched this type of ship in school.

You can then let your second city advance to the settler phase. In the course of this development, increase food production on the island with 2 more grain farms, 1 more mill and 1 more bakery. As far as the supply of tobacco products and spices for the C city is concerned, build 4 tobacco plantations with 2 tobacco processors on island D and expand your catchment area on island F with a main market house, in whose catchment area you build 4 more spice plantations. Now it's back to the shipyard, where you buy another medium-sized trading ship (ship number 8). This will transport tobacco products and spices from the production islands D and F to the city island C on a single route. From now on, you will of course have to divide the spices between the two cities. Therefore, only let the two ships that collect the harvest bring in a portion of the production.

This island is actually almost too small for all these buildings. Therefore, be sure to save before you start settling and try to master the construction first (see also the illustration below). Also remember to leave enough space for a church!

You therefore ensure the food supply on the steppe island itself. You organize the other required businesses as follows: Bring a few loads of leather from island A repeatedly. On the jungle island E you then place the alcohol supply in the form of 6 sugar cane plantations and 3 rum distilleries and on the prairie island D the fabric production with 4 cotton plantations and 2 weaving mills. A new medium-sized trading ship (number 9) then transports the fabrics and alcohol from these islands to island G. Finally, you can cultivate spices on island H with 3 spice plantations. You commission a small trading ship

(number 10) one last time, which then takes over the transport. For the supply of tobacco products you have to rely on the production of the prairie island M. Smoking products are already being produced there for the city island B, and there is already a slight overproduction. So increase production on island M by adding 2 more tobacco plantations with 1 more tobacco processor and distribute the output from this island to the city islands B and G, whereby the existing tobacco transporter also supplies the third city. A little fine-tuning of the freight quantities is also essential in this case. However, you can give priority to supplying island G, as a large supply of nicotine should already have accumulated in the office at B. Ultimately, you only need to get enough building materials to island G to ensure that all 36 residential buildings can be upgraded to citizen level. This will ultimately bring you to 1,008 inhabitants on island G and thus the required total of 3,000

inhabitants. D



All supply islands of the second city island at a glance.

(approx. 20 to 25 t) so that both cities are supplied equally well. With this supply structure, you can permanently supply a citizen city of 1,008 inhabitants on island C. Finally, build a church there and let all residential buildings rise to citizen status.

Finally, it is time to build the third and final city, which should also include 36 houses with 1,008 citizens. You build this third city on the steppe island G! The procedure is very similar to that for building the second city. Build an office and a main market building on island G. On the left side of the island, place the food supply (5 grain farms, 3 mills and 2 bakeries), on the right side, build the 36 houses, leaving space in the middle for the public as usual.



All supply islands of the third city island at a glance.

Scenario 10 Siege

Your enemy has set out to destroy your beautiful cathedral!

Resist and wipe out the force

the aggressor from the face of the earth to drive out his nonsense.

Mission Map: Siege



Mission@goals

👑 Your city is under siege! Prevent the enemy from destroying your cathedral and wipe out his army.



Mission conditions

👑 difficulty	★★
👑 Starting capital	60,000
👑 Number of computer opponents	several
👑 Special features	Time limit of 19 minutes within which the cathedral must not fall.

Mission solution

The last mission of the individual scenarios is a purely military mission in which you defend the newly built cathedral from the clutches of numerous enemies. This task must be completed within a certain time limit, namely 19 minutes - the cathedral must not be destroyed during this time. If you manage to keep it intact until the end of the countdown, the mission is won. It doesn't matter whether there are still various enemy units lurking around somewhere on the map or island - ultimately, it's all about saving and preserving the cathedral.

The enemies deploy a huge amount of military at all positions on the island, so that you are literally surrounded by enemy

armies are surrounded. The deployment areas of the enemy troops are marked with X on the mission map, the attack routes and directions of the enemy advances are symbolized by the red arrows.

In total, you must expect an invasion volume of around 350 units! Fortunately, the entire enemy force does not attack at once, but in individual waves that are distributed relatively evenly over the entire countdown period.

At the beginning of the game, it is very important that you set the game speed to the lowest level using the F8 key, because you have a few things to do before the first waves of enemy attacks descend on you after a few seconds. Despite the purely military nature of this mission, it is not a bad idea to take a look at the city architecture and economic structure at the beginning. Your big plus in this mission is a fortress (at P1), where you can recruit additional units as the mission progresses, as well as various weapons production facilities at P2, which constantly provide supplies in the armory and thus allow you to recruit new units again and again. Your starting capital is so generously endowed with 60,000 gold pieces that you should have no problems training troops.

First, organize your weapons production at P2. To do this, tear down the cannon foundry so that it does not take up iron for itself. Also, shut down production at the forge there so that no iron or wood is wasted there either - you do not need tools. Instead, you need the wood and iron, firstly for the weapons forge, which you only have to produce axes, and secondly for the bow-making shop right next door, which does not process iron but does process ropes. You have enough of that, however, and the

Supplies should be sufficient for the duration of the mission. Have the bowmaker produce not only bows, but also crossbows, i.e. activate crossbow production! Further:

You do not have a single forester's house within your settlement! The initial supply is too low for continuous weapon production, so you should quickly place two forester's houses (anywhere near a main market building) to ensure the supply of this input raw material for the weaponsmith and bowmaker. With these continuously operating production facilities, you can then continuously recruit cavalry (there is enough armor in stock), crossbowmen and archers.

Then you have to prepare for the battles that follow as quickly as possible. The strategy is actually very simple and 100% tailored to the mission objective, namely: defend the cathedral with all your might and to do so, simply concentrate all your units in front of or directly at the cathedral, specifically at P3. To do this, first open the two city gates P3 and P4 and then move all of your unit contingents marked with Y on the map (including the archers posted on the outer city walls) into the courtyard of the cathedral. There you will be attacked by the enemy minions. Important: Put all of your units into combat mode, aggressively!



Make sure that the weaponsmiths and bowmakers can produce consistently.



Gather your entire army directly in front of the cathedral.

While you concentrate your units in front of the cathedral, start recruiting cavalymen and crossbowmen in the fortress. Also man the cannon and watchtowers around the cathedral with archers and/or crossbowmen.

The first attacks will be the most intense phase of the battle. Do not bother to open the city gate at the

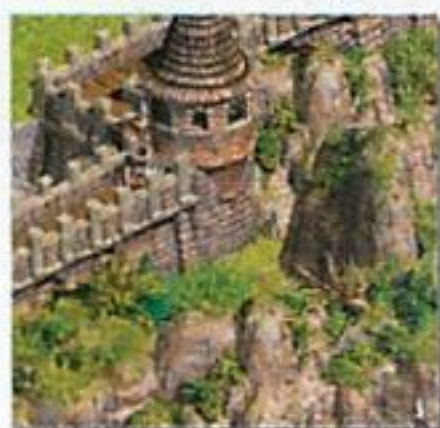
Cathedral will fall relatively quickly. However, this also gives your units a way to make quick sorties without having to squeeze through the bottleneck of the city gate. During the first attacks on the cathedral position, the enemy will arrive with numerous cannons and mortars. This is the moment when you must launch a counter-offensive. Advance with targeted attacks on the enemy's artillery units, preferably with the cavalry. Position your ranged units - the artillery and the archers - and crossbowmen - at about the same height as the former city gate so that they can fire on the enemy from there. Also watch out for enemy artillery at P5! Mortars can fire on your cathedral from there. Attack enemy mortars at this position quickly and precisely with mortars or crossbowmen! Even if you suffer heavy losses in this first battle, you will survive the first enemy offensive this way.

The next battles follow the same pattern: As soon as the enemy units appear in front of the cathedral entrance, launch a sortie with part of your team and let the ranged fighters do the rest. A large part of your troops will gain experience very quickly this way and thus attain 'veteran status'. This makes defensive battles much easier. In addition, continue to diligently recruit everything that can equip your armory, including swordsmen, spearmen, etc. Also think about new operating crews with which you can integrate abandoned cannons and mortars into your defensive line.



During the first offensive, launch a sortie with your cavalry and position your guns and ranged units at the level of the former city gate.

During the short break in the fighting that follows, use your cavalry to attack other scattered enemy artillery units and recruit new units in the large fortress at all costs. Train operating crews so



that you can capture abandoned cannons and mortars in the immediate vicinity of the cathedral. Increase your presence on the cathedral walls as well. It is particularly effective if you can place a mortar on the city wall (see illustration opposite).



The battles for the cathedral are in full swing.

The attacks will not decrease as the countdown progresses, but they will not become more intense either. With the strategy described, you will get by brilliantly if you continually recruit new units and attack enemy artillery (especially mortars) quickly and precisely with lunge attacks. When the countdown has finally run out and the cathedral is still standing, you will have truly earned your status as a general.



The general is hailed after the successful defensive battle.



ATTACHMENT

Explanations for the following tables

Necessities

Requirement minimum population of the corresponding civilization level that unlocks the building

Costs (active) Costs per minute during production

Costs (passive) Costs per minute during downtime

Raw material consumption . . . Consumption in tons per ton of final product

Production time Time in seconds per ton of final product

raw material/minute Raw material consumption in tons per minute

Raw material costs raw material costs in gold pieces per minute

Max. Output (100%).. Definition of the game, which output in tons per minute corresponds to 100%

Production/Minute . . Production in tons per minute

Cost/Unit Cost in gold pieces per ton

Base price In-game base price in gold pieces per ton

fields

growth Growth in seconds: Time in which a harvested field grows back completely

Number of fields Number of theoretically usable fields in the farm's sphere of influence

Fields (effective) Number of actually used fields

workers



Max. Transp. Maximum weight of goods in tons that a worker can carry

Working time Time in seconds needed to harvest a field

Attention: Due to observation inaccuracies, different Fertility and differences in the placement of individual farms can lead to deviations from the table values. Even at 100% capacity, these can be in a range of +/- 10%.

Production overview

Necessities: Food and Salt

Name	advance.						Costs (active)	Costs (passive)	raw material	Raw material consumption	Production - time	raw material/minute	Raw material costs
Hunting lodge	-	1	3	-	-	140	20	8	Wild	1.34	6	2.74	
Fisherman	-	2	6	-	-	180	20	12	Fish	4.04	15	3.23	
Small farm	-	2	4	-	-	250	20	8	Meadow	13.67	70	9.84	
Cattle farm	50 settlers	5	8	4	-	300	15	10	Meadow	5.86	25	13.48	
butcher shop	50 settlers	4	5	4	-	350	22	12	slaughter cattle	1.33	20	3.98	25.99
2 RF + F		14	21	12		950	52	32					
grain farm	200 citizens	2	3	3	-	200	10	5	grain field 2.19	-	7	4.20	
mill	200 citizens	4	3	3	-	300	16	9	Grain	1.17	20	3.52	18.31
bakery	200 citizens	5	3	5	-	300	15	10	Flour	0.98	10	5.86	67.01
4 GF+2M+ B+144 fields		21	21	23		2,420	87	48					
Salt mine	125 pioneers	5	15	-	-	700	25	10			10		
Saline	125 pioneers	5	5	-	-	400	30	12	Salt stone	1.02	10	6.09	25.39
1 SM + 1 S		10	20			1,100	55	22					

Commodities: Fabrics, Leather and Alcohol

Name	advance.						Costs (active)	Costs (passive)	raw material	Raw material consumption	Production time	raw material/minute	Raw material costs
Sheep farm	-	2	4	-	-	220	10	5	Gras	15.29	45		
weaving room (sheep's wool)	-	3	4	-	-	300	15	10	Sheep wool	1.85	43	2.58	18.42
2 SF + 1 WS		7	12			740	35	20					
weaving (sheep's wool)	Research	4	2	8	-	500	30	10	Sheep wool	1.33	20	3.98	28.46
3 SF + 1 W		10	14	8		1160	60	25					
cotton plantation	120 citizens	5	2	4	-	380	20	10	Cotton	5.86	30		
Webstube (Cotton)	-	3	4	0	-	300	15	10	Cotton	1.85	43	2.58	24.55
weaving (Cotton)	Research	4	2	8	-	500	30	10	Cotton	1.33	20	3.98	37.94
2 BP + 1 W + 104 Felder		14	6	16		1780	70	30					
Hunting lodge	-	1	3	-	-	140	20	8	Wild	1.34	10	2.74	
tannery	-	2	5	-	-	300	9	5	Tierhäute	1.49	36	2.81	27.44
Small farm	-	2	4	-	-	250	20	8	potatoes	10	20		
Hopfenfarm	360 settlers	5	3	4	-	250	18	10	hop	4.45	30		
brewery	360 settlers	3	4	4	-	300	20	10	hop	1.88	30	3.75	32.14
2 HF + 1 B + 104 fields		13	10	12		1320	56	30					
sugar cane plantation	200 citizens	4	4	4	-	310	18	12	Sugarcane	4.8	30		
Rum distillery	200 citizens	5	6	1	-	300	20	5	Sugarcane	1.88	30	3.75	34.09
2 ZP+1 RB + 104 fields		13	14	9		1,440	56	29					

Commodities: tobacco, spices, oil and silk

Name	advance.						Costs (active)	Costs (passive)	raw material	Raw material consumption	Production time	Raw material / minute	Raw material costs
Tobacco plantation	80 settlers	4	5	8	-	350	30	15	Tobacco field	4.81	30		
Tobacco-processing	80 settlers	4	2	6	-	300	16	8	tobacco	1.99	30	3.98	62.91
2 TP + 1 TV + 104 fields		12	12	22		1,520	76	38					
Spice plantation	80 settlers	4	5	8	-	390	40	20	Spice field	6.09	40		
whaler	600 citizens	5	5	5		500	20	10	Wal	0.94	10		
Transiederei	600 citizens	5	5	5	-	500	20	10	Walspeck	0.94	20	2.81	9.38
1 WF + 2 TS		15	15	15		1,500	60	30					
Silk plantation	400 citizens	5	5	6	-	300	35	17	Seidenfeld	6.86	39		
Indigo plantation	400 citizens	3	2	5	-	200	40	20	Color tree	6.4	39		
dyeing	400 citizens	7	2	8	-	500	40	25	silk	1.09	20	3.28	76.56
									Color tree	0.47	20	1.41	33.89
2 SP + 1 IP + 1F+156 fields		20	14	25		1,300	150	79					
medicinal herbs plantation	Research	3	5	5	-	200	15	5	medicinal herb field 1.37		5		

product	Max. Output	Production / (100%)	Cost/minute	Base price unit	Standard ratio	Pioneers	Settlers	Citizens	Merchants	Aristocrats
food	0.60	2.05	9.76	45	Variable production! 50% each costs for food and animal skins	205	228	228	228	228
food	0.85	0.80	25	45		80	89	89	89	89
food	0.70	0.72	27.78	45		72	80	80	80	80
Schlachtvieh	2	2.30	6.52	15						
food	3	3	16	45	Ratio 2 cattle farms: 1 butcher shop	300	333	333	333	333
grain	1.8	1.92	5.21	12						
Flour	3	3	11.44	24	Ratio 2 grain farms: 1 mill					
food	6	6	13.67	45	Ratio 2 mills: 1 bakery	600	667	667	667	667
Salt stone	6	6	4.17	8						
Salt	6	6	9.23	30	Ratio 1 salt mine: 1 saline	3,000	3,000	2,400	2,400	-

product	Max. Output	Production/ (100%)	Cost/minute	Base price standard ratio unit		Pioneers Settlers Citizens Merchants Aristocrats				
Sheep wool	1,10	1.40	7.14	21						
substances	1.40	1.40	23.95	65	Ratio 2 sheep farms: 1 Webstube	349	279	279	465	215
substances	3	3	19.49	65	Ratio 3 sheep farms: 1 weaving mill	750	600	600	1,000	462
Cotton	2	2.10	9.52	21						
substances	1.40	1,40	28,35	65	Ratio 5 cotton plantation: 4 weaving rooms (unprofitable)	349	279	279	465	215
substances	3	3	22.65	65	Ratio 2 Cotton Plantations: 750 1 weaving mill		600	600	1,000	462
Tierhäute	0.6	2.05	9.76	41	Variable production! 50% each for food and animal skins					
leather	1.5	1.67	21.86	70		417	556	-	-	-
alcohol	0.56	0,55	36.36	50	with 100% potatoes	138	110	110	138	
hop	2	2.1	8,57	19						
alcohol	2	2	26.07	50	Ratio 2 hop farms: 1 brewery	500	400	400	500	-
Sugar	2	1.98	9.09	22						
alcohol	2	2	27.05	50	Ratio 2 sugar plantations: 1 rum distillery	500	400	400	500	-

product	Max. Output	Production/ (100%)	Cost/minute	Base price unit	Standard ratio	Pioneers	Settlers	Citizens	Merchants	Aristocrats
tobacco	2	1.90	15.79	25						
Tobacco products	2	2	39.46	75	Ratio 2 tobacco plantations: 1 tobacco processor	-	500	500	500	-
Spices	1.4	1.4	28.57	60		-	350	350	350	-
Walspeck	6	6	3,33	13						
lamp oil	3	3	9.79	85	Ratio 1 Whaler: 2 transshipments	-	-	1,500	1,500	-
silk	1.5	1.5	23.33	33						
Dyes	1,5	1.66	24.1	36						
Silk fabrics	3	3	50,15	85	Ratio 2 silk plantations: 1 dye plantation: 1 dyeing plantation	-	-	750	500	-
Medicinal herbs	2	3,05	4.92	30						

Commodities: wine, clothing and jewelry

Name	advance.						Costs (active)	Costs (passive)	raw material	Raw material consumption	Production - time	Raw material / minute	Raw material costs
Winery	750 merchants	5	5	8	-	400	45	20	Weinfeld	5.94	39		
Pelztierjäger	1100 merchants 5		6	-	-	100	20	5		0.1	10		
Tailoring (Cotton)	1,100 merchants 5		5	5	-	500	30	15	substances	0.94	20	2.81	63.7
									Furs	0.23	20	0.7	4.61
Goldmine	750 merchants 15		12	4	-	1500	50	20					30
Gem mine	750 merchants	8	4	10	-	1,500	80	30					30
Goldsmith	750 merchants 6		7	11	-	300	40	20	Gold	0.94	30	1.88	46.86
									Gemstones	0.94	30	1.88	75
1 GM + 1 EM + 1 GS		29	23	25		3300	170	70					

Building materials and intermediate products

Name	advance.						Costs (active)	Costs (passive)	raw material	Raw material consumption	Production time	Raw material / minute	Raw material costs
Forester's house	-	2	-	-	-	150	12	4	Forest	2.25	18		
Charcoalburning	600 citizens	2	2	-	-	100	12	5	Wood	0.78	10	4.69	23.44
Stonemason	25 settlers	3	3	-	-	250	18	7	Rohstein	0.49	6		
Marble-Stonemason	400 citizens	5	4	10	-	300	18	7	Marmorstein	1.03	12		
Ore mine	80 settlers	5	15	-	-	1,200	40	15			12		
ore smelting	80 settlers	10	4	10	-	800	40	20	ore	1.23	15	4.92	39.38
									Wood	0.76	15	3.05	15.23
1 EM + 1 ES		15	19	10		2,000	80	35					
Deep ore mine	Research	8	20	10	-	1,700	65	30			6.69		
Size	1,100	10	10	20	-	1,000	75	32	ore	1.05	7.5	8.44	61.13
ore smelting	merchants								Money	0.59	7.5	4.69	27.69
1 TEM + 1 GES		18	30	20		2,700	140	62					
Blacksmith (small iron products)	80 settlers	3	4	8	-	500	25	15	iron	0.88	28	1.88	44.35
									Wood	0.22	28	0.47	2.34
Blacksmith (Greek iron product)	80 settlers	3	4	8	-	500	25	15	iron	0.88	28	1.88	38.39
									Wood	0.22	28	0.47	2.34
Hanfplantage	25 settlers	2	5	-	-	200	18	8	Hanf	3.4	30		
Rope making	25 settlers	3	5	-	-	400	16	6	hemp	2.34	50	2.81	24.34
1 HP + 1 S		5	10	-		600	34	14					

Weapons

Name	advance.						Costs (active)	Costs (passive)	raw material	Raw material consumption	Production time	Raw material / minute	Raw material costs
Armaments builder	80 settlers	5	8	2	-	300	30	15	leather	0.94	40	1.41	30.75
									Iron (gr. iron product)	0.94	40	1.41	28.80
Small weapons wrought	Research (School)	4	4	2	-	200	40	15	iron (Greek: iron product)	0.59	30	1.17	24
Bowmaker	Research 6 (School)		4	4	-	500	30	15	Wood	0.94	30	1.68	8.42
									Ropes	0.47	30	0.94	31.51
Bowmaker	Research 6 (School)		4	4	-	500	30	15	Wood	0.94	30	1.68	8.42
									Ropes	0.47	30	0.94	31.51
Gunsmith	Research (School)	6	3	8	-	500	30	15	Wood	1.48	20	4.15	20.76
									Iron (gr. iron product)	0.94	20	2.81	57.59
Gunsmith	Research (School)	6	3	8	-	500	30	15	Wood	1.48	20	4.15	20.76
									Iron (gr. iron product)	0.94	20	2.81	57.59
Weaponsmith	Research 5 (School)		5	3	-	300	35	17	Wood	0.94	40	1.26	6.28
									Iron (gr. iron product)	0.94	40	1.41	28.8
Weaponsmith	Research 5 (School)		5	3	-	300	35	17	Wood	0.94	40	1.26	6.32
									Iron (gr. iron product)	0.94	40	1.41	28.8

Field use, growth values and workers of agricultural enterprises

Name	Field type	growth	Number of fields figure effective	No. Max. Fig. Transp. time Work-
Hunting lodge			hunter	1 1 4
Fisherman			Fisherman	1 3 11
Small farm meadow	204	34	small livestock 3 33.5	3 11
Rinderfarm Wiese	204	52	45.8 Rind	3 2 7
grain farm grain 310		36	21.7 Mower 1	3 9
sheep farm Wiese 204		88	72.8 sheep	5 3 9
Cotton-Cotton-270 plantation want		52	52.0 Cotton 2 3 picker	6
Hunting lodge			hunter	1 1 4

Name	Field type wax	Number of fields figure tum	No. Max. Fig. Transp. time	Working
Little Farm Kart. 272		34 24.9	Small farmer 1	3 7
Hopfenfarm Hopfen 310		52 48.3	Hop-picker	2 3 9
Sugarcane plantation	Sugar- 330 pipe	52 52.3	sugar 2 pipe fitter	1 6
Tobacco-plantation	Tobacco- 330 field	52 50.2	Chilli-picker	2 3 11
Spice-plantation	Spice- 330 field	49 46.9	Bedouins/2 Chillipf.	3 8

product	Max. Output	Production / (100%)	Cost/minute	Base price unit	Standard ratio	Pioneers	Settlers	Citizens	merchants	Aristocrats
Wine	1.5	1.6	28.13	70		-	-	-	-	320
Furs	1	3.05	6.56	30	Variable: Approx. 1-3 t furs					
Clothing	3	3	32.77	130	Ratio: 1 Fur trapper: 4 weaving mills 4 tailoring shops	-	-	-	-	429
Gold	2	2	25	50						
Precious stones	2	2	40	52						
Jewelry	2	2	80.94	190	Ratio 1 Gold Mine: 1 Gem Mine: 1 Goldsmith	-	-	-	-	667

product	Max. Output	Production / (100%)	Cost/minute	Base price unit	Standard ratio
Wood	2.05	2.4	5	8	
Money	6	6	5.91	9	Ratio 2 forest houses: 1 charcoal kiln
brick	3	3,3	5.45	12	2 stonemasons per quarry
Marble	1.8	1.5	12	22	1 stonemason per quarry
ore	5	5	8	15	
iron	4	4	23.65	45	Ratio 1 ore mine: 1 ore smelter: 2 forest houses
ore	9	8.97	7.24	15	
iron	8	8	20.48	45	Ratio 1 Deep Ore Mine: 1 Large Ore Smelter: 1 Charcoal Burner
Tool	2	2,14	33.46	60	
Tool	2	2.14	30.68	60	
hemp	1	2.08	8.65	32	
Ropes	1.2	1.2	33.62	99	Ratio 3 hemp plantations: 2 roperies (in practice usually only 1: 1)

product	Max. Output	Production/ (100%)	Cost/minute	Base price unit	comment
armor	1.35	1.5	59.69	65	
Swords	1.8	2	32	65	
bows	1.8	2	34.97	60	100% bow
Crossbows	1.8	2	34.97	80	100% crossbows
Muskets	2.8	3	36.12	90	100% muskets
Ship's guns	2.8	3	36.12	110	100% ship cannons
Axes	1.34	1.5	46.72	63	100% axes
Lances	1.35	1.5	46.74	60	100% lances

Name field type	growth	Number (fields)	Fields figure effectively	Anz. Fig.	Max. Time	the day 100%
whaler			whalers 120			0.5
silk silk 300 Plantation field		52	51.4 Seiden- 2 Bauer	3	6	
indigo color Plantation tree	300	52	52 color Farmer's wife	2	3	7
medicinal healing plantation herbs	300	34	20.85 Herbal 1 Witch	3	8	

Name field type	growth	Number of fields figure (fields) effective	No. Max. Fig. Transp. time Work=
Winery wine	330	49 49 Weinb.	2 3 7
furry animals hunter			1 1 4
Forester's house forest	480	84 43.2 Lumberjack 2	1 13
Steinmetz Steinbruch	20	1 1 Steinmetz	1 1 10
Marble- Marble- 20 Stonemason Quarry		1 1 Stonemason 1	1 1 10
Hanfplant. Hanffeld	330	52 38.9 Hemp farmer 2	3 11

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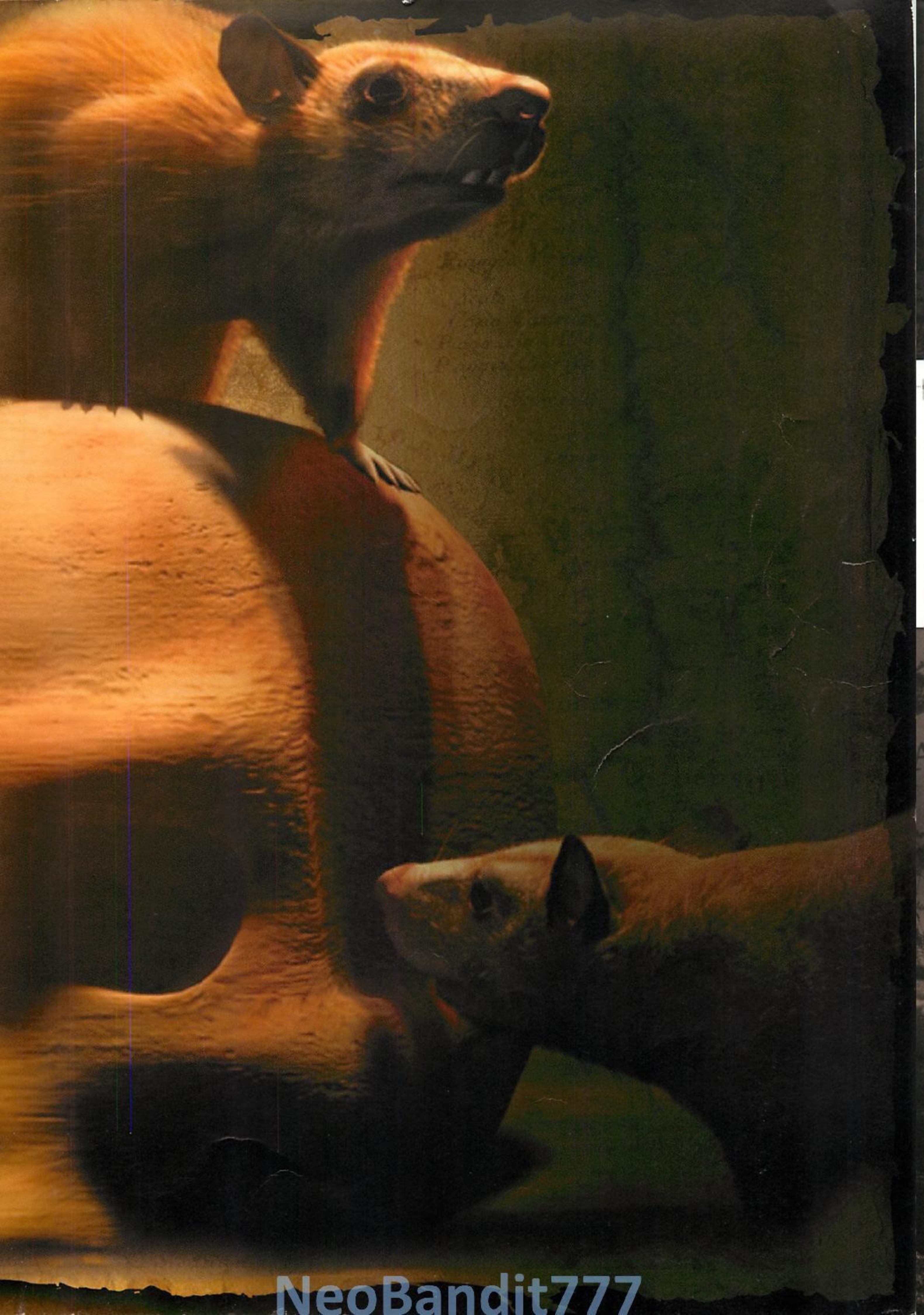
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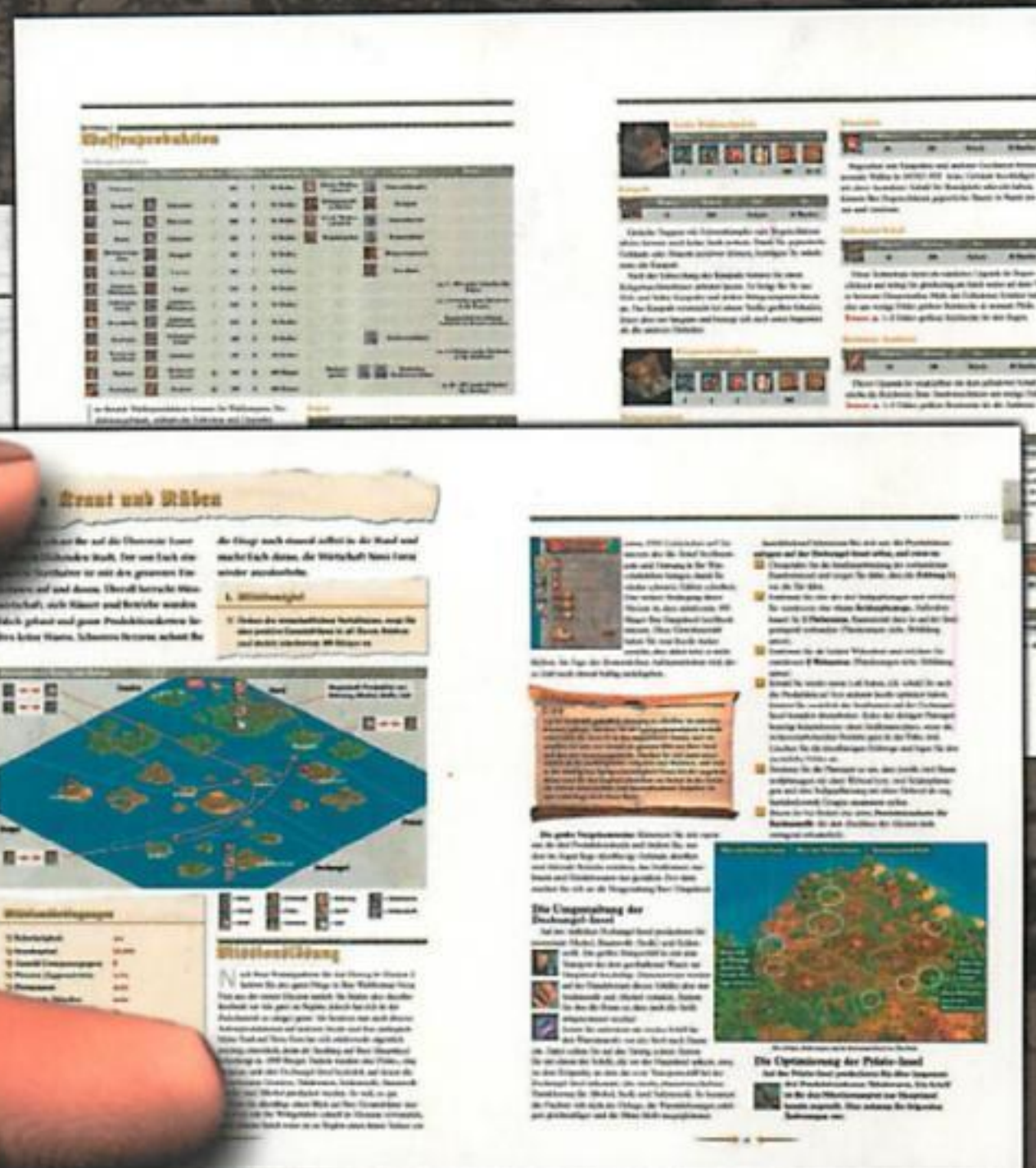
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